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JUNE 1990
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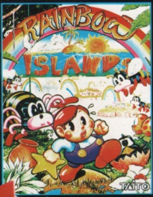

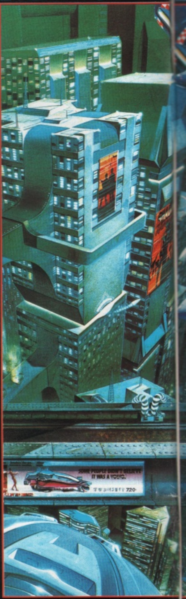

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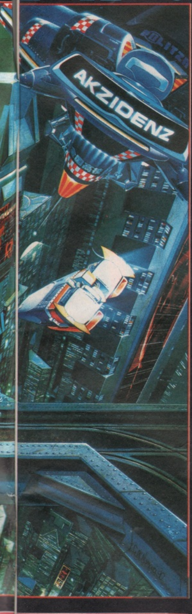

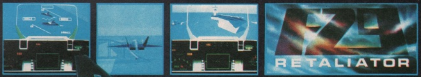

Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an a experience ... Ocean's first flight sim is the best out!" Zzap 97%.

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SHADOW
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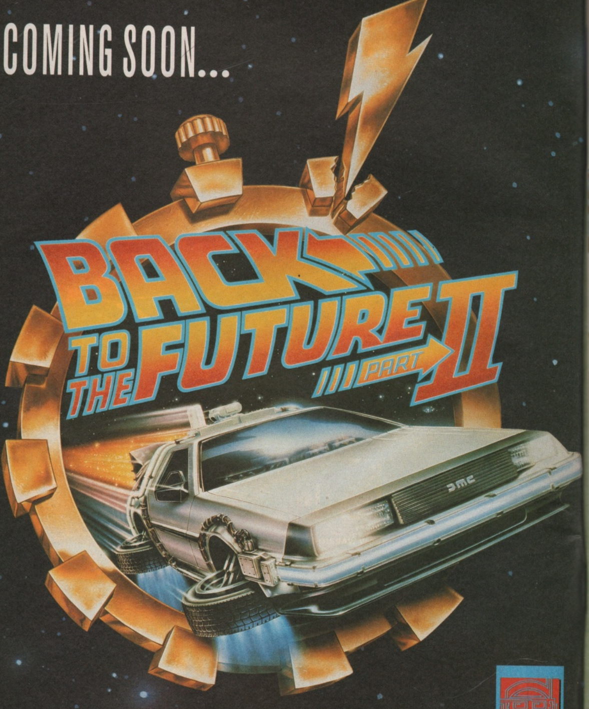
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In a Spin.

CU JUNE

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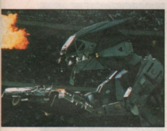
64 FANTASY ZONE

Our new indisputable guide to what's new in the gamining world. Read about the latest adventure, RPGs, strategy and war game news and check out our invaluable Q&A section.



90 AGENDA

CU take a look at Chaos theory and how it's going to change *your* life. There's also a photo-feature on Robosaurus, an 80-foot fire-breathing, car-crushing robot from the States and a report on Wormholes, the express freeways of space.

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What's happening in the world of Software? *CU* blows the gaff.

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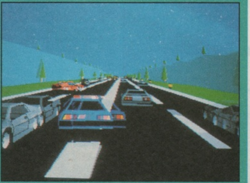

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Editor — Steve James; Deputy Editor — Dan Slingsby; Staff Writer — Mark Patterson; Art Editor — Elaine Bishop; Advertising Manager — Tom Glenister; Sales Executive — Tina Zanelli; Classified/Production Manager — Remzi Salih; Publisher — Graham Taylor; Editorial/Advertising — 071-251 6222.

Distribution — BBC Frontline Limited, Park House, Park Road, Peterborough PE1 2TR Tel: 0733 555161; Subscriptions — PO Box 500, Leicester LE99 0AA; Enquiries Tel: 0858 410510; Order Line (answerphone): 0858 410888; Back Issues — PO Box 500, Leicester, LE99 0AA Tel: 0858 410510.

Registered Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

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BUZZ

SHELL-OUT

With the Teenage Mutant Ninja Turtles movie now breaking box-office records in the States, and the Turtles appearing on everything from lunch boxes to beach towels, most of the major software houses have been eager to get a slice of the action. Ocean, US Gold, Virgin, and Tynesoft have been rumoured to be reaching for their cheque books, but they've all been sent away empty-handed.

Konami, who own the coin-op, have decided to publish the computer game themselves. Konami's decision is understandable in the light of the phenomenal success of the film (due for release in this country for Xmas), and reinforces a trend started by Electrocoin for coin-op companies to follow their product into the Amiga market.

JUST A-MAZE-ING

The licence for the Channel 4 gameshow, *The Crystal Maze,* is still up for grabs after Virgin Mastertronics withdrew from the fray.

The show has four zones — medieval, futuristic, aztec jungle and industrial — and pits six contestants against the clock at games of skill, strength and wit in order to win crystals. The number of crystals determines the time the contestants can spend in The Dome where they must collect as many golden tokens as possible to win prizes.

A number of software publishers are in the hunt for what could be a very valuable licence. However, the show's owners, Chatsworth Television, are only too aware about the money that can be generated from a successful licence, and are demanding a sizeable fee. Halina Stratten, Director of Marketing at Chatsworth, told us: 'It's a very hot property. The show would make an ideal computer game, and although we've talked to various companies nothing has been finalised. We want to get the best possible deal.'

Jamie Russell

NEW AGE DREAM MACHINE

Alpha Waves is a new game from Infogrames which will make you go to sleep. Set in a three-dimensional world inhabited by polygonal beings 'not of this world', the game emits a series of alpha waves. These frequencies are known to stimulate the mind and induce deep relaxation. Describing the game as 'a communication between the micro-computer and mankind', Infogrames may be getting a little carried away, but Alpha Waves could definitely be the cure that insomniacs have been seeking for years.

KILLER FAIRIES

The Sales Curve Ltd., who are best known for the classic shoot-'em-up, Silkworm, have launched a new entertainment software label named Storm.

They're currently working on two coin-op conversions. The first one, due for release at the beginning of 1991, is a conversion of the Jaleco platform game, *Rod-land.* Tam and Rit are a pair of ever-so-cute fairies with pointed ears. Armed with the Rod Of Sheesanamo and a pair of magic shoes, our pixie-like friends have to run around collecting flowers while attempting to kill cute 'n' cuddly seals, sharks, bunny rabbits and even a giant elephant on a trapeze.

Their second coin-op conversion is based on the driving game, *Big Run,* also by Jaleco. With the roughest toughest rally car ever, you've got to complete six stages of the Paris to Dakar rally. Covering some of the meanest car destroying countryside in the world — The Sahara — you'll need every ounce of driving skill you possess. *Big Run* will be on the starting line early '91.

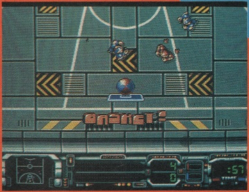
TIME
SCORE 623100
RANK 1
254 km/h

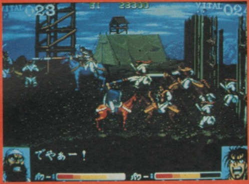
FUNFAIR

Touting itself as 'the definitive show' for Amiga and ST users, the 16-Bit Computer Fair is taking place at the Royal Horticultural Halls, Victoria, London, on 28th June to 1st July. Building on the success of Westminster Exhibition's first 16-Bit show in January, many of the major software houses will be attending. There'll also be the chance to take a look at new software packages and talk over your computer problems with experts.

FUTURE BASKETBALL

It's war out there. And that's only on the pitch. In another future sport simulation, Hewson give you a Futuristic basketball game where fouling and weaponry are permitted. With two different league divisions and three pitch surfaces for extra difficulty, this one or two player game has 6 skill levels built in. So, next time, when it looks like a 2-pointer, kick him where it hurts and walk away with the points. Programmed by Imperial Software, this one'll be in your shop in June.



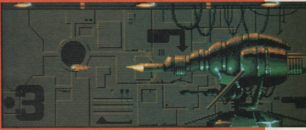


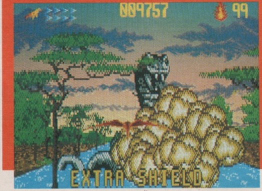
DYNASTY WARS

It's 184AD. The Han Dynasty has fallen, overthrown by rebellious warlords, and China is in chaos. But all is not lost — out of the ashes of the fallen Daynasty, four warriors have united to defeat the rebels. As you make your way through 8 challenging battle scenarios, your warrior will gain in skill and strength. With four characters to choose from, this interactive adventure game is out on the US Gold label this June.

JUDGE DREDD

From the pages of 2000 AD, Mega City's favourite lawman, Judge Dredd, makes it onto the Amiga courtesy of Virgin Mastertronics. With 6 levels of lawlessness for Judge Dredd to deal with, and an ever increasing crime rate to regulate, things look tough. Drawing on much that's gone before in the weekly comic, Dredd must face up to Orlok and Block Mania, The League of Fatties, and even the Dark Judges. Woah! And if Dredd gets squashed by a fat person it'll put him in hospital, the crime rate will rise and your troubles really begin. Be careful out there!

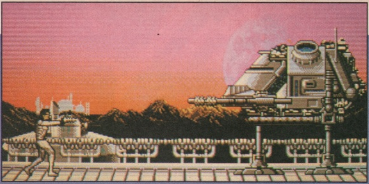




UNREAL

The evil master of the planet, Unreal, has forced Isolde to marry him. Targan sets out to free her and must find the 'changing sword' to give him strength. The player must use logic and reason to find hints and tips while struggling and fighting throughout the game. Unreal has 9 levels, 5 of which are in 3D. Pilot a flying dragon on your quest to defeat the evil master of darkness. A Ubisoft release, price £24.99.

BUZZ



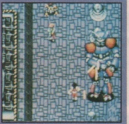
STARBLADE

3001AD. The human race has been virtually wiped-out by the insect-like Cephalhydras. Not content with this, Cephalhydran geneticists have produced Genolyn, a mutated Queen brood-mother to spawn a race of super-warriors to wipe us out once and for all. Your mission is to board 'Starblade', a super-advanced space-cruiser, find out which planet Genolyn is hiding on and eliminate her before she starts to breed.

KHALAAN

Combining Middle Eastern intrigue, arcade action and a complex struggle for power, Rainbow Arts' *Khalaan* is out this month. An action adventure combining both strategy and action sequences, the game lets you pit your wits against a mysterious intruder who is threatening to take over the kingdom. There are four different sequences ranging from town trading to sea-bound battles as you try to defeat the dark-one and become head honcho, the Great Caliph.

TIME SOLDIER



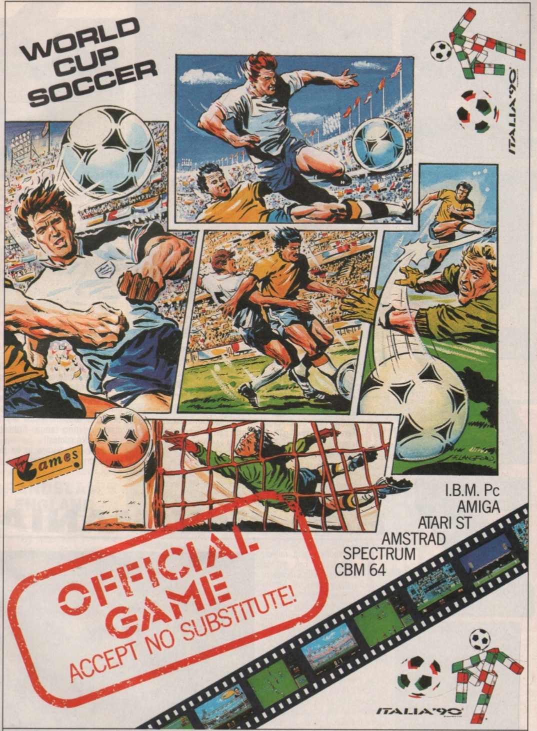
The Evil Gylend is out to enslave the people of Earth. Before you can slug it out, however, you must rescue five of your comrades who have been flung into the endless void of time. Moving through the levels via time tunnels, the game features a Primitive Era where you fight against cave men and dinosaurs, Ancient Rome, Medieval Japan (with Ninjas all over the place), World War III, and Future World where you're up against the latest designer killing machines. Out on the Electrocoin label, *Time Soldier* is a coin-op of SNK's original arcade game.

TRIBAL

TERMINATORS
AMOROS
LEMANO
CICISBEO
ARDENT
ATTACK 1
DEFEND
ATTACK 2
THE TERMINATORS
NAME: AMOROS
ZONE: RESERVE
BORN: 2nd Sept 2069
CREDITS REMAINING: 100
QUALITY
COST
EPRISS
DULCINEA
FREYAS
DOXY
CENTRE
FRANTIC

00
DEVILS
01
TERMINATORS
00
1st SET

Eldritch The Cat, a UK artist group, have developed a 'fast and furious' sports game for Electronic Arts. Featuring eight directional scrolling and eight pieces of music. *Tribal* is played by three teams on a pitch of five adjacent areas and in three timed segments. The puck is set up in the central area and can be knocked into any of the surrounding four. In three of these one player defends while two attack. In the final quarter each team has a goal and it's a frantic free-for-all.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ACCEPT NO SUBSTITUTE!
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PLANES AND PIRATES

Ahoy, *CU* mates. Unveiled at the CES in Chicago were two new games from Lucasfilms. The first, *Secret of Monkey Monkey Island*, is a pirate graphic adventure with a similar gameplay to that of Indiana Jones. Set on the high seas around a series of Caribbean islands you must pass three trials in order to become a pirate. This involves proving yourself as a swordsman, finding hidden treasure, and then stealing it. After that, you become a *bona fide* pirate and set out to discover the secret of Monkey Island. A series of confrontations, including walking the plank, a bit of romance and a bottle of rum all add to the fun.

The Secret Weapons of the Luftwaffe is set towards the end of the Second World War when the Nazis were developing jet aircraft for use in combat. The game is an air combat sim featuring nine aircraft including the first jet plane, the Messerschmitt 262. Although the plane entered active service in 1944, it was never produced in enough numbers to make a significant impact during the war. It was, without doubt, the most advanced aircraft of its time and if it had been developed a couple of years beforehand, the Nazis would probably have won the war. Up against the 262 is, among others, the P-38J Lightning, a long-range fighter-bomber. No contest!

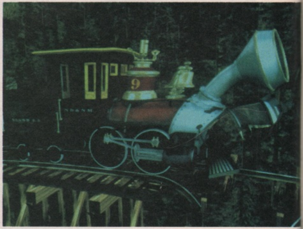
Expect both games to be released on the US Gold label in about a year.

RAILWAY MANIA

Trainspotters and railway enthusiasts can get all steamy about a brace of railway games.

Hewson's *Southern Belle* and *Evening Star* will be making their debut on the Amiga towards the end of the year. Set in the age of steam, both are locomotive sims named after famous trains of the same name.

And what *Sim City* did for urban planners, *Railroad Tycoon* threatens to do for spotty kids in anoraks. The game allows you to create your own railroad empire from the early days of steam locomotives through to the present day of strikes, stale sandwiches and train delays. Deal with natural catastrophes, equipment failures (sounds familiar!) and rival railway companies trying to muscle in on your territory. Out soon on the Micropose label.

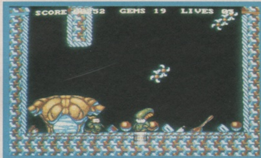


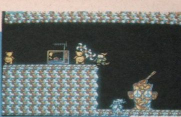
SHOOT OUT

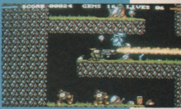
Drawing on the popular legend of *Billy the Kid*, Ocean have come up with a one or two player action/strategy game that's set in the Wild West. *Billy the Kid* allows you to choose between playing Billy or his ex-best friend, sharp shooting Sheriff, Pat Garrett. Major features include a central strategy game played on a scrolling map of Lincoln County, digitised sound effects and nine linked arcade sequences.

GRANDSLAM'S ENGLAND

The England name, players' pool and even the manager, Bobby Robson, have been signed up by Grandslam in a marketing coup. Their new *England* football game will feature digitised images of all the England players — not a pretty sight — and will take account of the side's record against rival teams when deciding the odds for victory. The player selects his or her England side from a squad of 22, so if first-choice players such as Walker or Robson are injured the strength of the team is weakened.

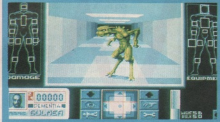


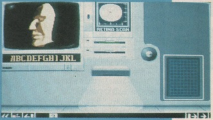




FLOOD

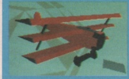
Poor ol' Quiffy. The last of his underground race, he's got to reach the surface of our planet to prove his existence. Why he should want to do this isn't clear, but who cares? It's only a game, innit?! With over 30 levels, Quiffy has his work cut out as he faces killer teddies, Alien-like nasties and even his own ghost. With a rising water level, our hero must also cross lava pits, climb laser beams (apparently), and collect a variety of coke cans, cassettes and telephones. To aid him in this task, Quiffy must also consume vast amounts of Guiness and cocktails to give him strength and limited invincibility. Available from Electronic Arts by mid-July.





CORPORATION

European Cybernetics, one of the most successful companies ever, are believed to be involved in the genetic manufacture of sentient beings for military use. Because of the vast financial interests of the company and their value to the national economy, the Government has decided that any investigation must be covert. Your mission is to gain entry to the building, avoid detection, and recover an embryo. It's not going to be easy as the guards on duty are not all human, and there's a security system of light sensitive alarms and video cameras. With a selection of 007-like weapons, you must be on guard to avoid pressure sensors, trip beams, gas and security droids. The first release by Core Designs — out in July.

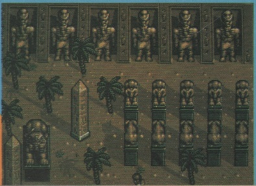


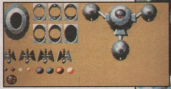
FOKKER

With a name that's likely to cause quite a stir, *Fokker* is currently in development by Glyn Williams, who was the brains behind *Warhead*. At least seven months away from completion, the game pits the manoeuvrable German Fokker Dri Triplanes against the faster Sopwith Camel F1. Play against your pal or face the dastardly Red Baron, master of the skyways.

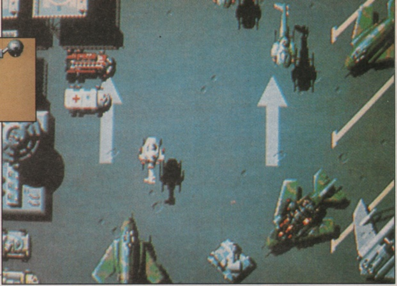
SCAVENGER

Wandering the paths of infinity in search of his homeland, Scavenger must retrieve artifacts from different time zones from the distant past to the far flung future. Scavenger's only hope of returning home is to retrieve the artifacts which have been randomly scattered through time and return them to their rightful era.





This will be a missile site.



No, it's not Silkworm, SWIV will be a vertically scrolling, no-holds-barred shoot 'em up. . . .

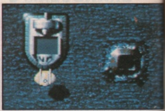
SWIV

Silkworm, that CU fave, has to be one of the all-time playable shoot 'em ups. Steve James spoke to Sales Curve about the follow up (of sorts . . .).

The Sales Curve Ltd are determined to become recognised more fully as an independent publishing house. They've acquired a good reputation for producing quality work for others — most notably the Virgin Mastertronic conversion *Silkworm*, *Continental Circus* and *The Ninja Warriors* — but now, with a label of their own, a clutch of licences, plus their own original game — they're hoping to increase their authority among gamers.

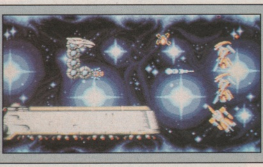
SWIV, their original, is set to be released around September. Programmed by *Silkworm* conversion team Random Access, *SWIV* is not a sequel to *Silkworm* or even a coin-op licence, although it does bear some resemblance to *Silkworm*. "It's a joke, of sorts," explained Dan Marchant from Sales Curve. "There were all sorts of things we wanted to do with *Silkworm*, but couldn't because it would have drastically altered the conversion from the arcade machine. Now we've got the chance to reinterpret all of those elements which we thought were the most fun, then put them into our own creation. The game did have the working title *Silkworm IV*, but only as a pun on all of those Nightmare on Elm Street sequels. Of course we can't use that title, but its abbreviation, *SWIV*, has stuck."

Claim Sales Curve, *SWIV* will be a whole lot tougher than *Silkworm*, although like the latter, it will make a point of not penalising the total novice. This time round, enemy missiles will be hidden from sight in pyramids which will open up suddenly and begin to fire. There will be a variant on *Silkworm's*, popular end-of-level Goosecopter (although it won't be end-of-level) — but now it will come, Transformer-like complete with twisted, metallic arms. There'll be the familiar, jeep 'n' copter, two-player combination, too, although with amendments to the land-based vehicle. It'll be more movable and in the two-player option you'll have the

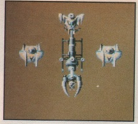


A buggy and a launcher.

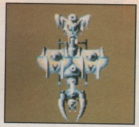
ST DRAGON



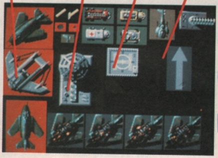
The first of The Sales Curve's products to be launched on the Storm label will be *Saint Dragon*, a horizontally scrolling shoot-'em-up, licensed from the Japanese coin-op company Jaleco. In a reverse of the Saint George legend your mission is to blast your way through six levels of enemy nasties in order to rescue a giant dragon imprisoned at the end of the final level, using your tail to absorb the enemy's firepower. Check out this game on a future CU cover disk.



The "goosecopter" will fly . . .



. . . and assemble itself.



A fighter.

A base.

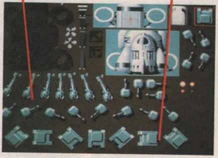
Helipad.

Runway.

choice of driving the jeep on to a landing pad and swapping it for your partner's copter, or you can both drive jeeps.

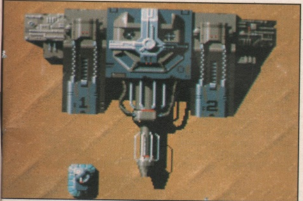
"Nothing can irritate as much as picking up a good game and then not really being able to get very far with it because you're a novice," explained Dan. "We're not going to make *SWIV* easy, but there will be a built-in, invisible difficulty level which will keep track of how good you are. Providing you haven't used up all of your lives, if you die you'll reappear at the same spot but won't have to face the thing which defeated you, so if you die it's easier for a while. On the other hand, the longer you stay in the game the nastier the nasties will get."

Unlike *The Ninja Warriors, SWIV* will use a disk loading system which will scroll directly from level to level and which will dump sprites from memory and load in a fresh set as you progress through the game. There'll be a basic style of baddy but specialised, animated nasties for each section. Once a sprite has been destroyed, it'll no longer occupy part of the routine, but will be stamped in the form of wreckage on to the background screen, opening up memory for a new spate of foes. Claim Sales Curve, the aim with *SWIV* is to produce a packed, graphically attractive yet ultimately playable game.

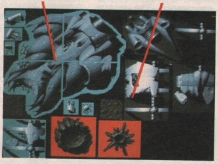


Many copter foes.

These turrets will track you.

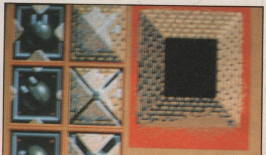


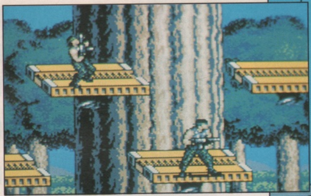
One of the mid-level, super-fortified obstacles.



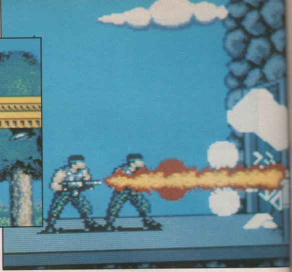
This volcano will form just part of the many landscapes.

Once shattered, the sprites will be locked into the landscape.





Ride the platform to another level.



Blasting their way into the weapon's factory (right).

MIDNIGHT RESISTA

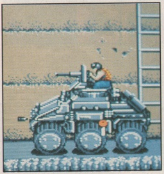
Data East's coin-op, *Midnight Resistance*, was a smash-hit at the arcades earlier this year. Special FX have been busy converting the game for the Amiga and, in an exclusive CU Insight, Dan Slingsby reports on the progress they've been making.

One of the best shoot-'em-ups to hit the arcades in recent months, *Midnight Resistance* is biting at the leash to make its Amiga appearance. The rescue-your-family-from-the-enemy plot might not be new, but the development house behind the game's conversion promise an addictive game of non-stop action.

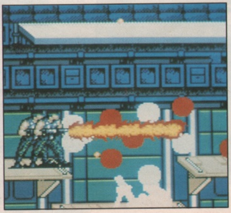
Special FX is a small software development house, based in the high-tech St Albert's Dock development in Liverpool. Set up three years ago by Ocean founder, Paul Finnegan and Spectrum programmer, Jonathan Smith, the company now works exclusively for Ocean.

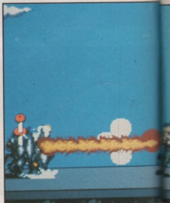
Work started on converting *Midnight Resistance* for the Amiga five months ago and it should be in your local softshop by the end of June. The game will have a one or two-player mode — the two player option being a feature exclusive to the Amiga — and is joystick controlled.

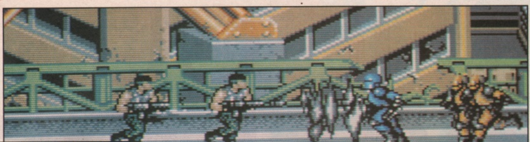
For those unfamilar with the coin-op, terrorists have kidnapped your entire family. Now, to some of you, the idea of your relations being held captive by armed fanatics in a heavily fortified hide-out might seem appealing. Why not leave them there? Unfortunately, in this game, you've got no choice — you *have* to rescue 'em. Armed with standard shoot-'em-up machine guns, you have to progress through 9 horizontal or vertical scrolling levels of out-and-out mayhem before you can rescue ma and pa. After each level you have to blast your way into an arms factory where it's possible to upgrade your weapons to state-of-the-art mini-arsenals which in-

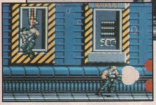


It will take a lot of fire power to defeat this tank.





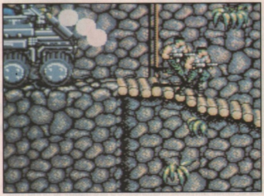




Kill the bad guys and collect tokens for the armoury (above).

Gimme a weapon, Pal (left).

You're in the middle of level one about to climb up into the weapons room. The wheels of the armoured car follow the contours of the land. Blow its top off and the guys inside will lob hand grenades at you.



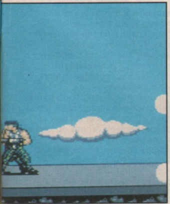
ANCE

clude flamethrowers, high explosive shotguns, nitro-bombs and various other goodies. If you've collected enough tokens by shooting enough terrorists, you can pick-and-mix your own designer weapons.

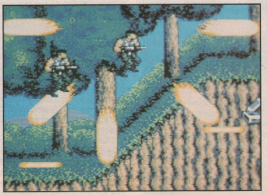
The game was programmed by Ian Moran who, along with Frank Robinson, were the brains behind *The Untouchables*. Graphics were by Karen Davies and Colin Rushby. To get a good idea of how the game was put together, Special FX had the Data East arcade game to play around with and also videoed the game so that they could pause it and have a more detailed look at what was involved. To get the graphics they downloaded the arcade game to the Amiga. Although some of the screen dimensions were different and the result was a rather cluttered screen, this was tidied up by using *D-Paint II* and FX's own animation package. The graphics appear to be a good interpretation of the original arcade game — Ian is as pleased with the final results as anything he's worked on.

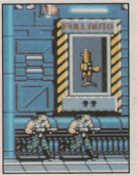
Unfortunately, the demo we received didn't come with a sound facility, so I cannot vouch for the quality. However, FX have their own in-house musician, Keith Timan, who composed an original score on a Midi-keyboard. This was fed straight into the Amiga with sampled sound effects from the original coin-op. There'll be different music on each level.

All that has to be done to the game is to tidy up some of the graphics and a couple of levels still need to be programmed. One to watch for when it hits the shops.



Four-way fire on level three. There's only one slope to contend with at this stage of the game, and it's sited in front of a tower which is guarded by circular saws. Your gun can rotate through 360 degrees.





If the arrows flash, jump up and get a weapon.

THE CU COLLECT

It's the *CU* disk extravaganza. Get in a spin with Rotox, check out the Subbuteo demo, create your own weird fractal patterns and pick up on some super hacks.

ROTOX

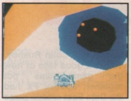
Here's a treat for you. Other mags give you short scrolling demos or small playable snatches. *CU* are happy to bring you the entire first level of *Rotox*, US Gold's latest hypersmash.

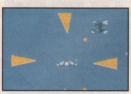
Rotox **employs a revolutionary new gaming system called Rotovision. A variation on the old 'rotate and thrust' control method, *Rotox*, by use of some very clever vector calculations, doesn't rotate your ship in alignment with the landscape. It rotates the landscape in alignment with your ship.**

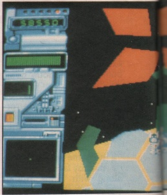
The *Rotox* level consists of nine sections, most of them unconnected to begin with. Each section is infested by a certain type of alien, and by destroying each swarm, you then connect to another section. Clear all nine, and you've finished!

Of course, it's not as easy as that. Be very, very careful where you walk, as one false move and you fall to oblivion!

Controls: Joystick only. Forward — Walk forward. Backward — Walk back. Left/right — Rotate. Fire — Fire weapons. Space — Activate jetpack (if collected).







SUBBUTEO

***CU*, always first with the big names, not only tells you about the hottest new games, we preview them. Our demo of Subbuteo provides you, the reader, with a mouth-watering glimpse of the game that everybody's screaming for.**

Believe it or not, the demo actually shows you a *slowed down* version of the Subbuteo pitch, and even at this stage it's going to have certain major software houses close to tears. You have to agree, it looks very impressive.

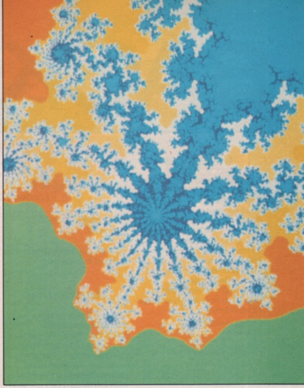
At the moment, the pitch is updating at around 10-15 frames a second, but the finished version will run at around 20. If you think that's impressive, then take a good look at the way the players are drawn. All sprite based, each player has no less than 432 frames of animation. The players can face in 16 directions, be viewed from 9 angles between horizontal and top view, and there are three stages of zoom. Pretty spectacular.

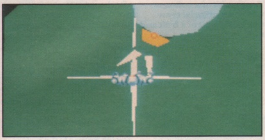
The pictures that pop up occasionally are just a small selection from the dozens in the game, along with a myriad of animated sequences, and all this contained on one disk!

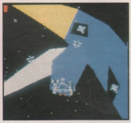
The game is due for release within the next two months, and if this hasn't whet your appetite enough, then why not check the full exclusive review this issue.

SUBBUTEO, ROTOX, FRACTAL FANTASIA AND SUPER HACKS

TION





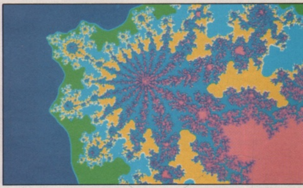


Subbuteo
The Football Game

FRACTAL FANTASIA

Read the feature in Agenda, and then take a look at the future. *CU*'s fractal demo provides a full set of chaos patterns, giving a fascinating insight into the random connectedness of things. And, unlike other fractal demos around at the moment, this one is programmed by Britain's leading Chaos research team, so authenticity is guaranteed.

Owing to their complexity each image takes between 20 and 60 minutes to draw, but the results are stunning.



SUPER HACKS

The pokes section has gone disk-based so there's no chance of typos or missing lines. This month we have *Rainbow Islands, Escape From The Planet Of The Robot Monster, Highway Patrol II, Protector* and *Toyotes*.

Just press the corresponding key and follow the on-screen instructions.

BACKCHAT

CU LETTERS

Write to us at CU, 30-32 Farringdon Lane,
London EC1R 3AU.

Greetings

My name is Stefan. I am 14 years old. I have Commodore 64. This is very good computer. I have one magazine Commodore User (February 1987). This is very, very good too. There are old game. I want to thank you BKT Subscription Services. They give me yours address. I please new magazine Commodore User (1990). I hope that help me. Greetings from Poland.

Stefan Bedmarek
Poland.

Er, yes. Thanks for bringing it up.

Coincidence?

Hi, I know Keith Campbell.

Patrik Grundstrom
Sweden.

Funnily enough, so do we. Now isn't that a coincidence.

Giz a job

I would really, really like to be a reviewer in your magazine. I play loads and loads of games a lot and I'm sure that I would be really good as a reviewer. How could I get a job as a reviewer?

Dean Davidson
Birmingham.

Easy, kill Mark Patterson. And remember, make it as clean as possible.

Transformer

Could you please tell me where I could get hold of an ST adaptor for an Amiga that would allow me to load ST games on my A500. I would like one as it would save me £5 every time I buy a game. I have an A500 with Kickstart 1.2.

David Ellefson
Liverpool.

There is no such thing. Why not just buy an ST?

Ad-tractive

I have to agree with A Dawnes comments (Backchat, May 1990) on your marvellous ad team. Their clever selection of bright attractive advertisements means that when I've finished with the issue, I can use said ads as posters, ideal for livening up any room.

Jeff Young
Billingsgate.

Ok Tom, own up. Why was this letter written in *your* handwriting, Mr Ad Manager?

New look

I'd just like to compliment you on the latest issue of CU. The new look sections are good too, especially 'Agenda'. I hope this is not just a one off. Keep up the good work. A very satisfied reader.

Phil Rind
Chester.

Glad you like it. Keep on reading!

Toffee

As I am now a regular follower of your mag, I want you to answer a few minor quibbles I have. Firstly why do you not review games for their value for money? If you had done this to Singe's Castle, I think that its score would have gone down dramatically and I for one would not buy a game which cost £45! Secondly, show Tony Dillon the door! He is utterly incompetent and has the brains of a toffee!

Neil Brunton
Tyne and Wear.

Firstly, if you haven't bought Singe's Castle, how can you vouch for its value rating. And secondly, most of the girls in reception think Tony's a bit of a soft-centre while the editorial crew think he's a bit of a fruit and nut.

Fave Raves

As a relatively new owner of an Amiga 500, I must say that I am overwhelmed by the number of games available on the market. Your magazine comes in as a clear number one as far as game reviews are concerned. I brought Knights of the Crystallion the other day, and I must thank Mark Patterson's great review as the reason for buying this. What about a column of suggested purchases for newcomers and have reviewers list their all-time greatest games? I would really like to know what Mark's faves are.

Thanks for a great mag, I always look forward to the next issue.

Tommy Skogheim
Oslo.

My faves? Well, there's Stevie Nicks from Fleetwood Mac, Michelle Pfiefer, Allanagh Myles . . .

Wing Co Who?

Are we, the ordinary public, right to assume that advertising manager Tom Glenister is a plane freak? The title Wing Co. Tom 'Squiffy' Glenister seems to appear on every set of flight sim tips as well as some reviews. If he is a plane nut does he think the F118-GE-100 turbo fans on the Northrop Stealth bomber are slightly insubstantial? And as an avid plane spotter I would like to know whether he participates in this hobby too.

Harold Marsh
Kemble.

Tom replies: 'Yep, I admit it, I'm a plane freak. What better way to spend your time than flat on your back trying to look up someone's afterburner. Regarding the Northrop Stealth bomber: 19,000 pounds of thrust (x4) should be good enough for anyone.'

An apology

I enjoyed reading your review of Conqueror, although I am afraid that I noticed a mistake. The review gives the impression that Davidn Braben is the author, which is not the case.

David is a good friend, and after writing Virus he gave me access to the graphics code, which I modified to suit my game. Then I designed all the shapes and wrote the game code for Conqueror, so that the graphics code accounts for about 30% of the game.

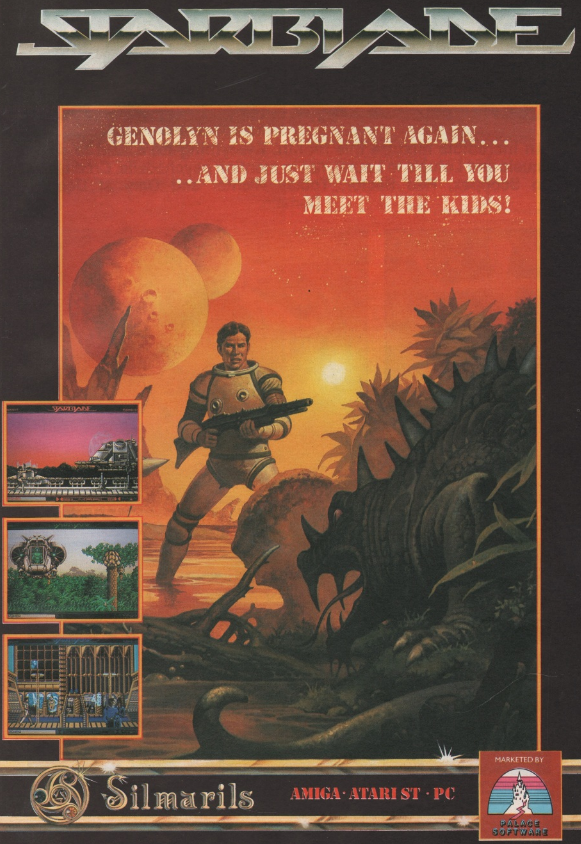
Jonathan Griffiths
London.

Piracy

I understand the reasons for software costing so much. And I know a small user base, overheads, development costs etc add to the cost of a disk. But piracy is a big contributing factor. It's annoying that people openly copy disks and pass them onto friends, but it's understandable. It's a Catch 22. Disks must be priced high because of piracy, but people pirate disks because they are so expensive to buy.

It doesn't help when the big retail chains gobble up 35% of the revenue from an average Amiga title.

R. Laurie and S. Broadbent
Kent.


STARBLADE
GENOLYN IS PREGNANT AGAIN...
..AND JUST WAIT TILL YOU
MEET THE KIDS!
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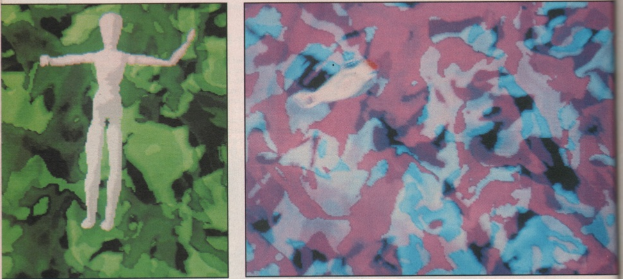
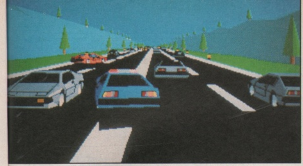
DEMOS

An incredible mixture this month. Everything from acid to rock music and Lotus's to Laurel, not to mention psychedelia. Credits go to Scoopex, Red Sector, Tobias Richter and Gary at Deeper Domain.

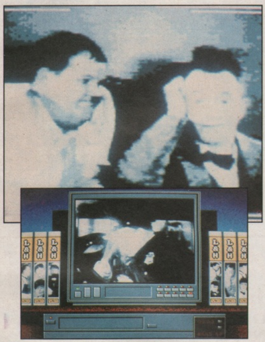


Megadeth's mascot Victor Rattlehead features along with plenty of pics, scrollies and tunes, in this, Red Sector's latest foray on the Demo scene. Available from A Bit On The Side.

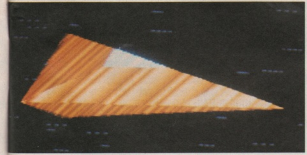
New from Tobias Richter is Police Chase. Though it only runs for ten seconds the perspective effects and animation on the chase cars has to be seen to be believed. Contact Virus Free.



A selection of Laurel and Hardy vids make up this entry to our demos competition. Programmed by Brazzle Atkins using Deluxe Video III, unfortunately this is as yet unavailable on the PD circuit.



From Deeper Domain comes the Quantum and Tempest demo. For the best part average scrollies and tunes, but with the outstanding COMA house tune and video. A must for dance freaks.



Courtesy of Scoopex from Finland is Mental Hangover a selection of wild mindblowing images and shapes. It really does generate that morning after feeling. Another one available from Virus Free.

ADDRESSES:
SEVENTEEN BIT, PO Box 97, Wakefield, WF1 1XX.
THE DEEPER DOMAIN, 128 Portland Crescent, Stanmore, Middx, HA7 1NA.
VIRUS FREE PD, 23, Elborough Road, Moredon, Swindon, Wilts, SN2 2LS.
A BIT ON THE SIDE, 8 Thorold Place, Kirk Sandall, Doncaster.

Get your work on C4's Buzz

DEMOS COMPO

CHANNEL FOUR TELEVISION

Send in your demos/routines and get YOUR chance to WIN a video recorder and cameras PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC show).

So, using any number of packages, put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES
1) All work is yours or that of your group.
2) All submissions must include an entry form.
3) All submissions must include a pause mode.
4) The judges' decision is final.
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion).

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU.

ENTRY FORM: CU DEMOS COMPO

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....

Telephone: ....

Age: ....

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(1 Meg) (2 disks)
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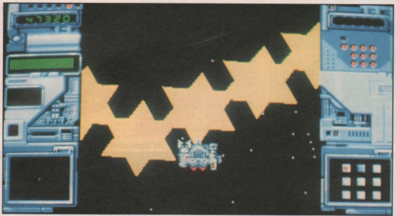


US Gold's Rotox — on disk and reviewed page 24

SCREEN SCENE

Welcome to Screen Scene, the essential guide to what's hot in the wild world of Amiga games. Our reviews are timed to coincide with the releases dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists. Before you buy a new game, make sure you've seen it in CU's Screen Scene first — the most up to date, accurate reviews section around.

SOUND

Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the monitor's volume.

GRAPHICS

Not just overall attractiveness but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY

This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or a load of uninteresting dross.

LASTABILITY

Speaks for it's itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL

The most important of the lot. And here's CU's rough guide to ratings:—

0 -29%	Man, this stinks.
30-39%	Phew, avoid.
50-59%	Average, worth checking out if your a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but slightly flawed.
85-92%	Screen Star, highly recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out fot this addition to our reviews. The Amiga is the finest home computer that money can buy, and it we really feel that a game is pushing the boundaries of the machine we'll tell you how and why.

THE TEAM

STEVE JAMES — One time bike journo turned his hand to computer gaming back in November 89, taking over from Steve Jarrett as Deputy Editor. Pastimes include eating pasties and drinking ale in the House of Commons. All time fave rave's include *Sim City, Defender Of The Crown* and *Rotox*.

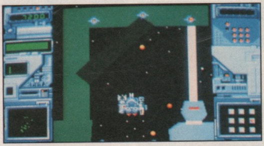
DAN SLINGSBY — Funny name, wacky guy. Dan is a relative newcomer to the wonderful world of computer game, but is already making a name for himself with the industry's PR Girlies. In his spare time he produces wild t-shirts designed to offend people and con tourists

MARK PATTERSON — CU's resident axe man, Mark "Eddie Van" Patterson's fingers are equally as dexterous with a pen as with his hand built custom Strat. Tipped for the top in the worlds of home computer journalism and music, mark's favourite plays include *Wasteland, Elite* and *Gunship*.

The CU screen star for games scoring 85-92%. If a screen star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound, graphics and will have long lasting appeal.

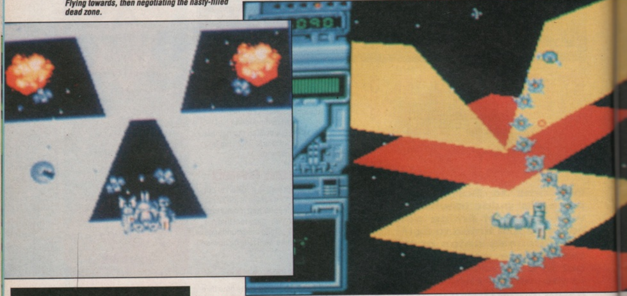
Ninety-three per cent or over and a game's worth a superstar. We hardly throw these around. But if a game displays totally superior qualities, it just might be in with a chance.

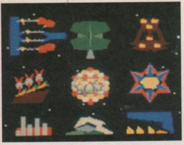
ROTO



Flying towards, then negotiating the nasty-filled dead zone.

Bit by bit you have to shoot the segments of the swirling fiend.





Giant carrots, a half-eaten apple — it's well-tripped-out.

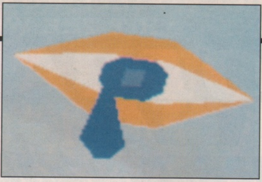
The delivery to CU Towers of this new shoot'em up provoked quite a few guardedly jealous — and puzzled — looks from my colleagues on rival EMAP magazines. How did they get their hands on *this* and how much gameplay would this strange-seeming offering provide? As the disk whirred in the drive, I hoped that the answer to the latter would be stacks and stacks; as the title screen melted into an orgy of devious and delicately arranged destruction I knew. *Rotox* on the Amiga is something of a blinder.

All credit's due to US Gold. They've had a good track record with licences and conversions, but some of their original games by their own admission have been poor. The recent *E-Motion* cracked the mould in this respect, but *Rotox* breaks it that much more. Too many shoot'em ups are patronising rehashes — but this one's just a bloody good original.

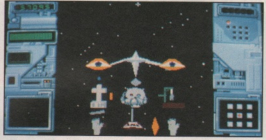
The brainchild of programming team Creative Materials, *Rotox* makes use of a new games system called Rotoscape, which integrates a bitmap-style rotating screen with whatever other game elements you'd care to add. A set of interlocking routines generate and move a polygon constructed background, at the same time keeping track of an array of sprites

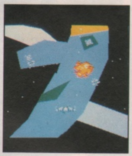
US GOLD
PRICE: £24.99

OX

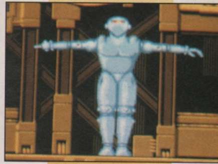


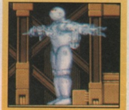
The eye of the cosmos. Remember, in space no-one can hear you cry.

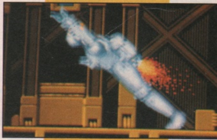




Post title screen, and it's time for Rotox to be assembled. Collect the jetpack, scather gun, homing missiles and navel gun at various points throughout the game.





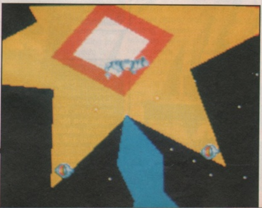


moving on the surface.

In practise this involves you pulling off such stunts as leaping on to and keeping your position on a miniscule catwalk, which rotates through 360° and expands and contracts behind and in front of you as you fend off hordes of nasties. You wait for a suitable moment to leap on to the next rotating catwalk, which in turn will lead you to a whole nest of villains.

It's a bit disorientating at first, but the gameplay and the aim of the game are so simple that you'll soon get used to it while cramming the swear box with ten pees when, for the third time in a row, you mistime that all-important jump and sent your cyborg careering into space.

Each of the ten levels follow the same pattern. With a realistic "thud" your cyborg lands on to the central ship of around six orbiting



Crossing the wiggly path to the centre of the flower. Many of the nasties will subdivide into multiple foe.

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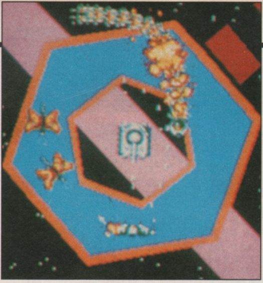
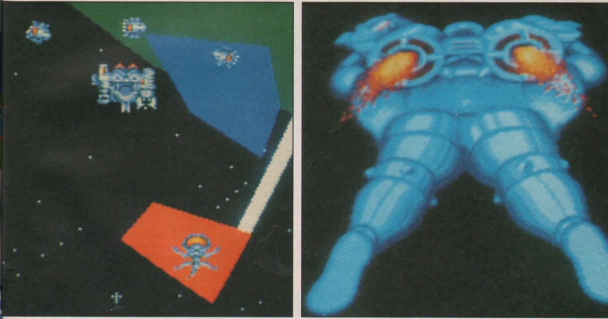


space craft, which you have to connect by wiping out all hostile life forms. Scanners to your right indicate the level of charge on your weapons, plus which of the ships remain "active", while a radar to your left lets you know what's lurking ahead. Direct blows and falls weaken you while much of the strategy of the game revolves around defying the natural hazards of the constantly shifting terrain and finding a safe offensive position from which to commence firing. Your very first weapon can seem a bit of a disappointment. It's like a hand-held bazooka for a leprechaun, in fact. But along with the energy canisters and jet pack there's plenty of additional gunnery to pick up along the way — a scatter gun, a launcher for homing missiles, and the decidedly phallic-looking navel gun.



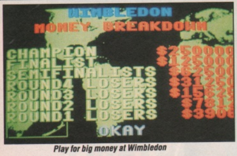
Sprite editor shots from Rotox in development. The Rotoscope system will lend itself to large games, and it's soon to have a zoom function incorporated into it.

If salad days are those so-called golden years when adulthood is formed then when they were teenagers, Creative Materials must have been spiking their lettuce with hallucinogenic drugs — or so it might seem. Each of the levels has a theme, and the selection on offer is great although, to say the least, a little tripped out. There's the first, most obvious, Space Craft Level containing the Star Ship Enterprise and the space shuttle. There's Lego Level, featuring Lego-style cars, buses, even Lego pedestrian crossings. On Eco Level you land on giant daisies or a poppy eating, orbiting tortoise, while in my favourite, which, for want of a better term, I call Heavy Metal Symbol Level, you have to conquer territory shaped like a skull, a giant hanged man, and a giant cross with the words RIP emblazoned across it. The soundtrack, too, is bizzare. It moves from the electric machismo of the title track to the faintly silly, although disturbing, in-game whistling noises which, I'm reliably informed, simulate the sounds of breathing and gunfire as they'd actually occur in space.

All in all, *Rotox* is a delight. Remarkable and inspired. A quick straw poll around the office confirms that here at CU we think that this one's a winner. It'll last three times as long as the Hundred Years War.

Steve James

SOUND:	**93%**
GRAPHICS:	**96%**
PLAYABILITY:	**95%**
LASTABILITY:	**96%**
OVERALL:	**97%**



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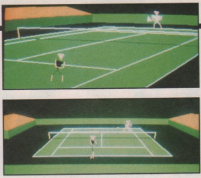
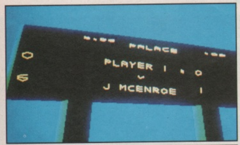
Play for big money at Wimbledon



Above: By juggling the joystick you can view the court from an infinite number of angles.

INTERNATIONAL 3D TENNIS



McEnroe takes an early lead on the match scoreboard

All of a quiver before the match begins.

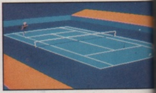
By releasing *International 3D Tennis* in June, Palace are presumably hoping to cash in on Wimbledon fever. That's not to say they're trying to rip anyone off — the game is extremely playable and very addictive.

International 3D Tennis has been developed by Sensible Software whose previous games have included *Whizzball* and *SEUCK*. Starting off with the Wimbledon theme tune, the game allows you to select four ability levels: amateur; semi-pro; pro; and ace. You can also select the skill level of your computer component which range from 1-15, one being a bit of a soft touch through to fifteen which is virtually unbeatable. There's also a two player mode and you can choose from 1, 3 or 5 set matches and grass, clay, cement and carpet courts which affect the bounce of the ball.

It's a tad difficult to begin with. Even in amateur mode with the computer at level one, my first few attempts at hitting the ball were pathetic. However, it doesn't take long before you're scampering around like a pro. This is because of several innovative features, unlike other tennis games, you don't have to line up with the ball, the computer does this for you. In the amateur and semi-pro modes, your player will also automatically flash when the ball is near enough to be hit. This helps you get your timing right. And when you hit the ball it's possible to direct it to nine predetermined points of the court.

At semi-pro level, your serve is controllable and, if you fancy a *real* game, ace level allows you to put topspin on the ball. This involves a bit of concentration at first as you have to press the fire button after hitting the ball and waggle the joystick for the desired effect.

Once you've mastered that technique, it's time to move into the big league by either playing individual tournaments or a full season of games. The rules follow those for the real game and the idea is to win as many tournaments as possible and collect as much money as you can. There are 72 tournaments to choose from all based on real events with a choice of 64 opponents from McEnroe and Wilander on down.



A different colour represents a different type of court

The game has a lot of nice touches. There are different stadiums for each round of competition based on the court set up at Wimbledon. As well as nine preset camera angles, the Amiga lets you view the stadium from an unlimited number of angles, even underneath the court, which makes for a great if difficult game. The crowd sounds are poor, but the sampled speech of a real Wimbledon umpire makes up for it.

The vector graphics allow great flexibility and are more appropriate for a tennis sim than a sprite-based one. Sensible Software spent 2 months using a 3D program they developed themselves and the results are impressive.

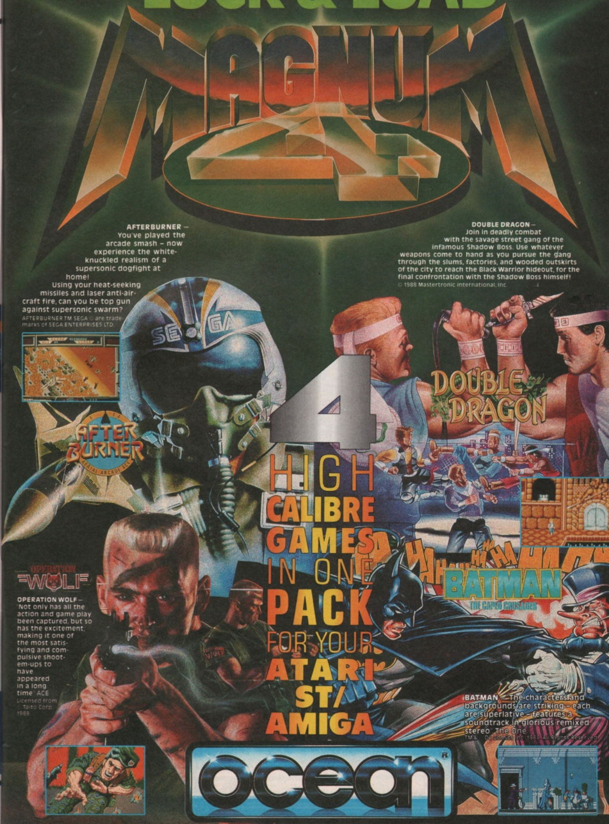
Game, set and match to Palace? You bet!

Dan Slingsby

PALACE
PRICE: £24.99

SOUND:	**83%**
GRAPHICS:	**87%**
PLAYABILITY:	**89%**
LASTABILITY:	**88%**
OVERALL:	**88%**

LOCK & LOAD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OPERATION WOLF – 'Not only has all the action and game play been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time' ACE

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BATMAN – "The characters and backgrounds are striking – each are superlative – features a soundtrack in glorious remixed stereo". The One

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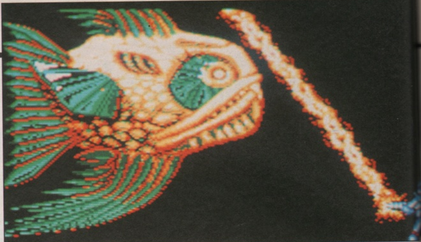
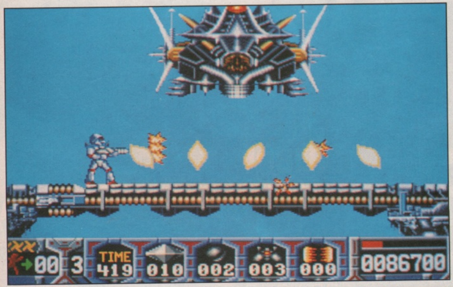


TURRIC

Programmed by the same team who brought you *Denaris*, *Turrican* looks to be a turning point in European software. Featuring lots of extra weapons, neat sprites and hidden bonuses, it's very reminiscent of the Japanese shoot 'em ups which have clogged up arcades and kiddies consoles for the past six years.

Set over thirteen levels, *Turrican* requires you to blow seven kinds of hell out of the bad guys, collect several hundred diamonds, find your way through a maze and confront several rather large guardians.

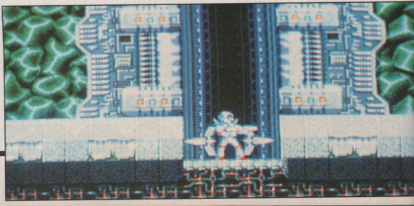


One of the many guardians

Your hero starts off with a bog standard gun, plus an amazingly over-the-top beam weapon. Extras include three-way fire, an extended beam laser, smart bombs, land mines, and a laser that's guaranteed to wipe the screen clear of aliens. Finally there's gyro mode. By pulling the joystick down and tapping the space bar, your character is transformed into an indestructible circular saw blade. Rather handy for getting out of tight situations. All these weapons are easily accessed so there's no messing around with windows and menus.

The standard nasties aren't too inspired. However the end-of-level beasts are quite smart. The first is a huge fist which does its level

Trapped in the pit.



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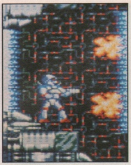
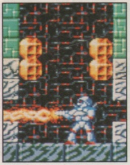
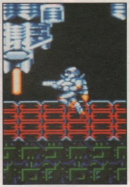


Looking for diamonds inside the planet.





CAN

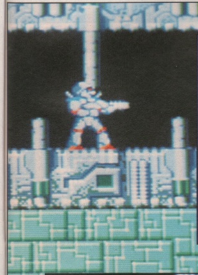
best to make a pancake out of you; next is a giant robot pirhana, then finally there's a huge thrashing mass of blades, which traps you in the end room in an out-and-out battle.

Variety is essential in this type of game and *Turrican* supplies it. The first level is a run along/zap the aliens affair. Level two is reminscent of Denaris on the C64, and involves you in an all-out search for diamonds. Later levels also include a maze section, a vertically scrolling jet pack flight and a huge city which marks the end of your adventure.

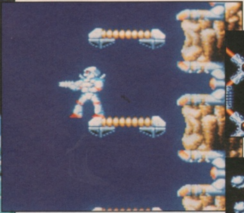
The graphics are, to coin a term, arcade quality. All the aliens are well drawn and well animated, again similar to the Japanese style of clear cut, hi-tech design. The sound effects are of a similar high standard; a multitude of zaps, explosions and over twenty different tunes.

Turrican is the best shoot 'em up I've seen this year. Definitely a game the discerning arcadester cannot afford to ignore.

Mark Patterson

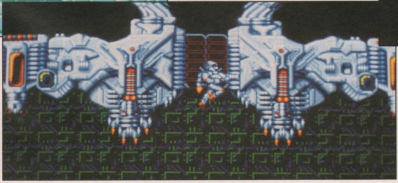


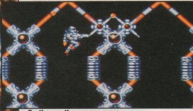
Literally pole axed.



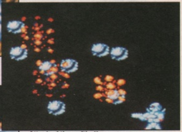
Level 1's platforms.

The opening to the jet pack stage.



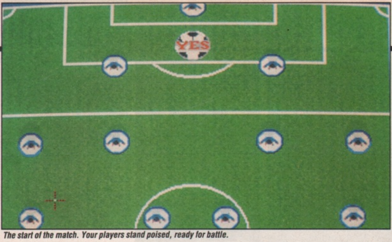


Further up the energy maze.

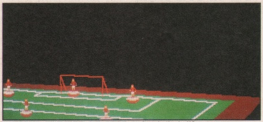


Attack of the softballs.

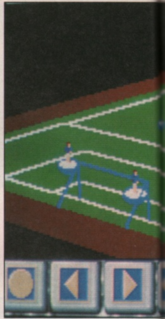
SOUND:	**90%**
GRAPHICS:	**92%**
PLAYABILITY:	**93%**
LASTABILITY:	**89%**
OVERALL:	**91%**



The start of the match. Your players stand poised, ready for battle.



Lined up for a perfect shot at goal, but where's the ball?



This is the main screen. The icons at the bottom allow you to rotate and flip the pitch, select a player, take a shot and exit to sub screens. A handy database of rules tells you exactly why that glorious left hand shot had the keeper going the wrong way.

CU CU SUPERSTAR

SUBB

With two number one games in *Tracksuit Manager* and *World Championship Boxing Manager*, Goliath Games have built up a reputation for producing quality software. And all this with their first two releases. Now they're back and kicking with *Subbuteo* which we previewed last month.

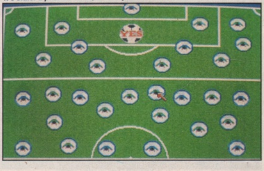
In our Insight feature, I described *Subbuteo* as just '. . . another football game . . .'. Since then, I've been given an exclusive preview of the finished game by Amiga programmer and Goliath partner, John Jones-Steele. I now realise that *Subbuteo* isn't football — it's a totally different ball game. To the first-time player, it may look like footy, but that's where any comparison ends.

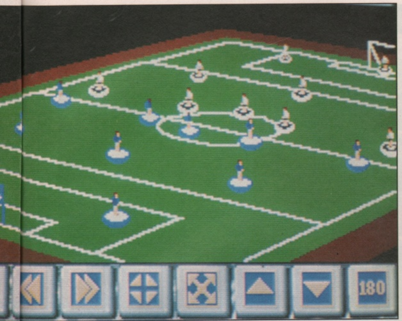
If you've ever played the 'most popular table-football game in the world', you'll know that there are a myriad number of rules that differ between the game on the green cloth and the game on the turf. For example, if you slightly touch any player in *Subbuteo*, including your own team, a foul is automatically called. If you hit the ball when possession is held by your opponent, that's a foul too. So is leaping on the table, standing on your opponent's goalkeeper, breaking his back and scoring a goal while he lies in a heap of broken plastic.

If you've taken a look at the rolling demo on the cover disk, you'll have an idea of how the game works. The major feature of the game is the pitch, which looks impressive, but not half as good

MAMMOTH GAMES
PRICE: £19.95

It's either a pitch invasion, or vastly unfair odds!





UTEO.

40 Fantastic Finger Flickin' Years

Over forty years after the game made its first appearance under the name Subbuteo, interest in the world's most realistic table top football game is keener then ever. Today more than five million people in every corner of the globe flick their way around the table size pitch.

For the 1990's the range includes over 150 different strips, representing all the top footballing nations in the world. With new packaging and the Italia '90 logo, this decade will see the best sales in Subbuteo's history.

In the UK alone, over 500,000 teams are sold annually, and throughout the world the figure reaches a million.

National Leagues, National Championships and the thrill of international competition, organised since 1979 by the Federation of International Subbuteo Associations (FISA), means that for many players, young and young at heart, Subbuteo is more than a game — it's a sport in its own right.

Subbuteo
61128

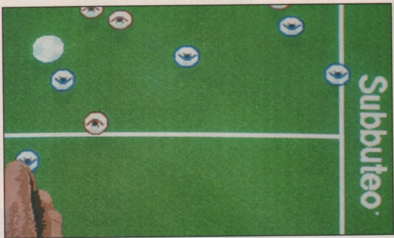
Yes, it's free advertising, but what did you expect.

Subbuteo
61107

If you enjoy the computer game, why not check out some additions for your tabletop version, such as these extra linesmen . . .

Subbuteo
The Football Game
Subbuteo 61216

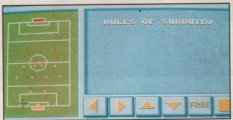
. . . or a spectator's stand.



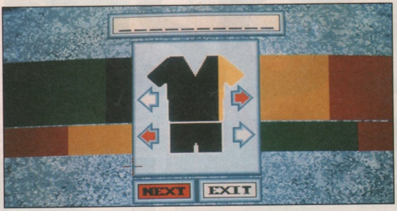
Two shots from the intro screen. The hand flicks the player, which then smashes the ball upward.

as it looks in the finished game where it rotates and flips twice as fast and twice as smoothly as the version in our demo.

Of course, with any product from the Goliath stable, there are a million and one options, and you have to decide whether you want to take part in a league with up to seven friends (any empty spaces filled by computer opponents), or just go for a friendly one on one. You know you're on to something when you see how the options are presented. For example, the colour menu allows you to choose the dayglo outfits your team will wear. A *Subbuteo* box of players is shown, and if you don't like their strip, click on 'no' and watch the box spin away into nothingness, only to be replaced by another box, featuring another set of colours. Now that's what I call style.



The plain view screen. You can relocate players for set pieces and look at the Subbuteo rules.



Define your own custom colours by sliding the bars until you find a suitably disgusting strip. Like West Ham's.

Playing the game is as easy as oversleeping. After walking around the table and having a good look, you then select the player you want to 'flick', who becomes the centre of rotation, as demonstrated on our cover disk.

Then, as with *3D Pool*, you rotate the pitch to set the direction of the flick. The ball will always travel *into* the screen. Unlike the pool game, elevation has no bearing on the shot. It's there to help you plan some of the trickier moves. Once direction is determined, you have to select how hard to flick the player and how much spin, if any, you are going to use.

This is where skill comes in. Learning to gauge the two levels comes with practice. A novice player, such as myself, will be lucky if they hit the ball without sending it careering off the pitch or fouling another player. However, an experienced player can do almost anything he wants to, as Goliath's programmer, Richard Walker, demonstrated on my visit to Goliath Mansions. When I thought I'd safely stopped his chance of scoring, by placing two defenders in his way, he managed to swerve his attacker around them both, hit the ball and score,

GOLIATH GAMES
presents
Subbuteo.
The Football Game
Subbuteo.

The frequent use of tie-in is impressive.

all in one move. I was devastated.

The graphics are nothing short of astounding and they match the feel of the game. The use of still screens and short animated sequences stops the game from getting boring, and the frequent use of tie-in screens is impressive. All these features help give the impression that you're not playing a computer game, but a real game of *Subbuteo*.

That's what sets it apart. Goliath have managed to distill the essential elements of the original game and transfer them across to the Amiga. If every game was as good as this, piracy would die out. Who would object to paying £20 for a game that's going to last you months. Get you flicky finger raring to go. This is going to number one.

Tony Dillon

Subbuteo.
SUBBUTEO
Subbuteo

SUB-BEAUTY-COMP!!

Subbuteo — The Computer Game, is a pretty natty representation of Subbuteo — the Tabletop Game, but believe it or not, there are still a lot of people out there who don't even own the flicky version. So, those nice people at Goliath have given us loads of table footy prizes. One lucky winner walks away with the positively massive Subbuteo World Cup Edition set plus a copy of the Subbuteo computer game. Ten second prize winners win a Subbuteo Standard Edition, plus a copy of the game. Ten runners up get themselves a copy of Subbuteo Amiga, so everyone's a winner basically.

And to win, all you have to do is answer this simple problem. CU and Goliath Games have joined forces to create the ultimate Subbuteo team, but we need a name. Any ideas?

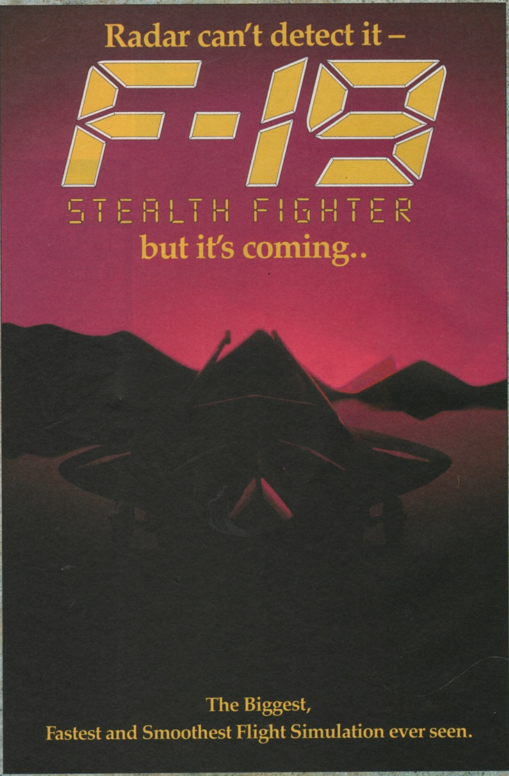
Stick your answer on a postcard and send it to CU Subbuteo compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

AMIGA SPEC

Of course, there's more to good programming than pretty pictures. What goes on inside the program is often far more impressive than "how many colours are on screen". For example: On a regular A500, the pitch updates at 20 frames per second. Upon loading the game checks if it is running on a 68000 (A500) or a 68020 (A2000) processor. If it finds the A2000, it then updates at a staggering 50 frames per second, which is the same as your average TV display!

Another part of the software diagnosis is to check the video chip. Most Amigas are now fitted with a Fatter Agnes chip, which works on the American standard NTSC display, which has much squarer screen dimensions in comparison to the rectangular PAL British display. That way you always get a full screen picture, regardless of your machine.

SOUND:	**80%**
GRAPHICS:	**97%**
PLAYABILITY:	**95%**
LASTABILITY:	**94%**
OVERALL:	**95%**


Radar can't detect it –
F-19
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The Biggest,
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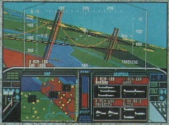
You're flying on high octane adrenalin

F-19

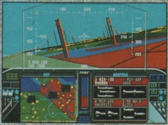
STEALTH FIGHTER

Forget about other flights of fancy – This is the Real World.

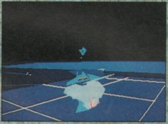


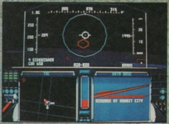
Imagine Falcon – imagine a few hundred square miles of fantasy.

Imagine F29 – imagine a few thousand miles of fantasy.



Fly F19 – fly over 409,600 square miles of reality. Fly fast. Fly the real thing.





Over 3,300 missions possible.

Cold, limited or conventional war.

Four grades of opponent.

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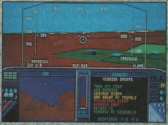
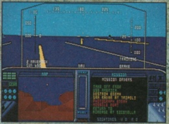
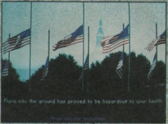
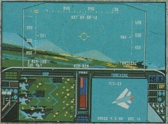
Graphical detail and depth of gameplay are claims made by others – here they are reality.







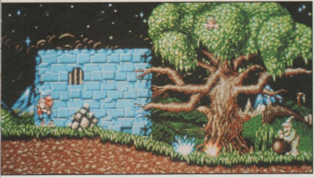
Flying into the ground has proved to be hazardous to your health.



FLY F19 SOON ON YOUR ATARI ST AND COMMODORE AMIGA.

MICROPROSE

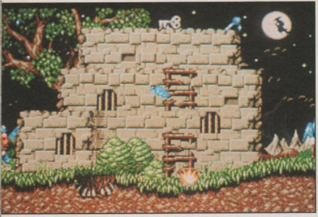
IBM Screen shots shown. Actual screens may vary.



Hubble, bubble the witch means trouble.

FIRE & BRIMSTO

Grab the key on the tower.



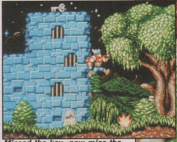
In an interesting move Microprose have turned briefly away from simulation and strategy and produced a slightly familiar looking game which nonetheless is novel in execution.

Fire & Brimstone centres on Norse god Thor's attempt to save Valhalla from the evil goddess Hel. Naturally you pay the multi-faceted, hammer wielding drunkard God himself.

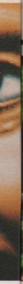
With Thor looking a tad like the knight from Ghouls & Ghosts, and with a background similar to Ghosts & Goblins, the first level pretty much mix 'n' matches different games, although it's definitely an instant challenge. Instead of shooting the bad guys and jumping the gaps as in the two G&G games, Fire and Brimstone has its fair share of tough problems to crack.

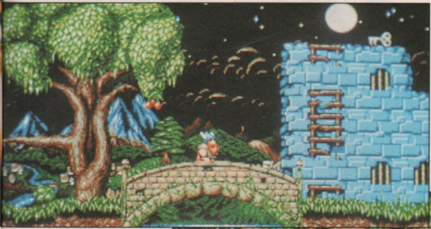
To complete a level you need to collect four parts of a key, often placed in difficult locations. Helping you to access these keys are a

MICROPROSE
PRICE: £29.99



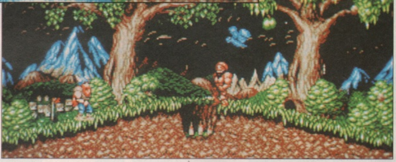
Missed the key, now miss the fire.





Left: A bridge, a tower and another keg.

Careful, the robot's indestructible.



ONE

number of potions: red blows all the nasties away with a huge lightening bolt, a white one gives you night sight, a blue builds psychedelic bridges and a gold one gives Thor a wild jumping ability.

Most of the initial puzzles seem straightforward, such as using the bridge potion to clear gaps, but there are a lot of hidden traps and triggers, which mean you tend to waste a couple of lives probing through screens. This is the game's main drawback; it's not very nice completing half a level to find a screen which is going to sap all your spare lives just getting from one side of it to the other.

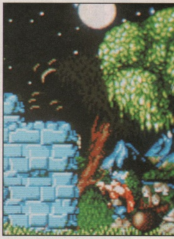
The responsiveness of the controls took me by surprise at first. Thor obeys every flick of the joystick remarkably well, so well that it takes some getting used to.

To help get through some of the trickier levels the manual contains a set of cryptic clues, which, when solved, help you to find hidden objects and gives pointers as to where to use other items.

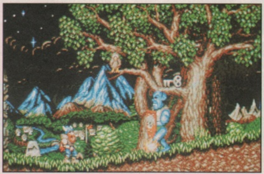
The only real letdown is the game's sound effects, which are few, far between, and generally not very good. Though these are slightly compensated for by quite a natty intro tune.

Not being a fan of arcade/puzzle crossovers I was surprised by *Fire & Brimstone's* playability. It's extremely addictive and great fun to play.

Mark Patterson



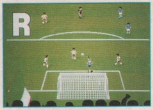
Cauldrons hide potions.

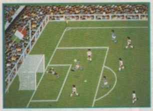


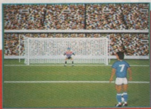
The blue troll poses the first problem.

SOUND:	**65%**
GRAPHICS:	**89%**
PLAYABILITY:	**90%**
LASTABILITY:	**89%**
OVERALL:	**89%**

WORLD CUP 90







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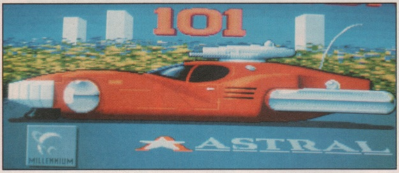
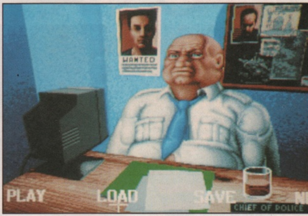


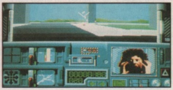
Your hi-tech hover car.

RESOLUTION 101



The local sheriff.

A bad guy bites the dust.



Roamin' round the streets.

Set in a USA of the future, a new law has been passed that allows convicted criminals a chance to earn their freedom by hunting down and terminating law breakers. A plot that could hold its own in movie-land.

The perpetrators in this game are drug-runners and their henchmen. A flash of lightning signifies the arrival of the drug-runners' cronies. Equipped with a multitude of different craft and weapons, the bad guys main job is to protect the drug-runner while doing a bit of powder pushing themselves. For every one of the henchmen destroyed you get a certain amount of bounty, plus bonus money or drug canisters. You must collect the drug canisters to complete the level, because you cannot destroy the runner until you've filled your quota.

To help you combat inner city crime the sheriff's office have obligingly given you a hover car and a light machine gun. The car's well armoured, but even the best drivers have trouble avoiding bullets, so this is where the shop comes in handy. Patches can be bought to bodge up any holes in your vehicle, as well as replacement parts. Extra weapons such as cannons and missiles are also available, each divided into varying degrees of effectiveness and destructive power.

The graphics are bright and fast, as expected from the team who programmed *Archipelagos*. And it's quite easy to learn the layout of the city so that you don't get lost. Though all the buildings are built completely out of blocks and contain very little detail, things like trees, lamposts and boulevards make the city seem more realistic.

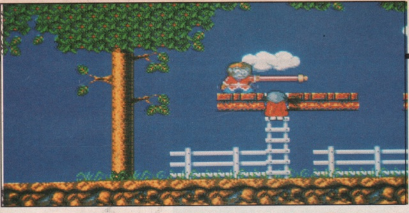
Unfortunately, *Resolution 101* has two drawbacks. The first is the feeling generated by your car. I know it's set in the future, but I would have preferred a car with realistic handling whether it drives on the road or a couple of feet above it. There's also a lack of variety. There are twelve levels to pass through, but each one looks and plays like the one before. Disappointing.

Still, *Resolution 101* is a fast, fun, original shoot 'em up which is worth trying out.

Mark Patterson

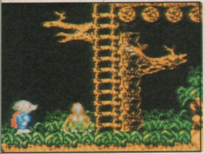
SOUND:	**88%**
GRAPHICS:	**88%**
PLAYABILITY:	**85%**
LASTABILITY:	**73%**
OVERALL:	**79%**

MILLENNIUM
PRICE: £24.99

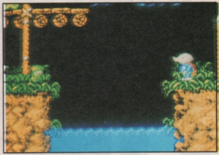


Up the ladder, find the foe.

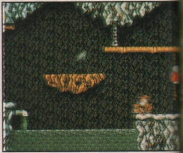
IMPOSSAMOLE



Alone in the woods.



At the divide.



Up to get the icon.

Monty Mole has been making money for Gremlin for some time. He appeared in *Wanted: Monty Mole* in 1984 which raised some eyebrows for reflecting on the miners' strike. Three releases later and Monty retired in 1987 with the game *Auf Wiedersehen Monty*. Now, like all "retired" superstars Monty is making a comeback — resplendent in his supermole outfit and newly found superpowers.

Juggling your joystick around will load the game while Benn Daglish's music is played. It's superb, which is quite an advantage as each game can take ages to get into.

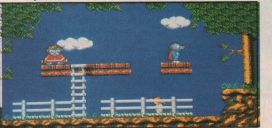
There are five levels to *Impossamole*. You can choose the order in which you tackle the first four — The Klondike Mines, Oriental World, A Jungle and an Ice World — but the fifth level, The Bermuda Triangle, can only be accessed after completing these four. So how do you progress?

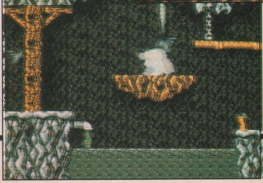
Combat involves either Monty using his super powers to kick his aggressors to oblivion or collecting weapons along the way — bombs, guns and even the odd plasma bazooka can all be picked up, even if they all only last for a short time. The weapons are far less effective than you might expect. If I came face to face with a meglomanic mole training a bazooka at me, I wouldn't expect him to have to use more than one shot to turn me into worm fodder. Unfortunately, this is not the case in this game which begins so ridiculously difficult that only the most determined will persevere.

This blemishes a superb game. The graphics are beautiful and the characterisation is great, but the difficulty of play and the time taken to restart make the *Impossamole* annoying in the extreme.

Garth Sumpter

Which way now?





Death of the mole.

SOUND:	89%
GRAPHICS:	85%
LASTABILITY:	60%
PLAYABILITY:	83%
OVERALL:	73%

GREMLIN GRAPHICS
PRICE: £19.99

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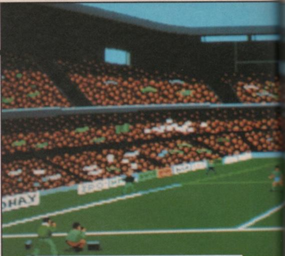
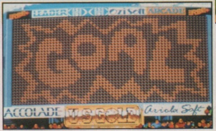
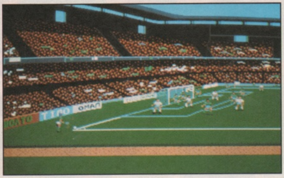
ITALY 1990



From the CU archives: a flying tackle.



Yes, we get the message.



Ireland take a corner.

Four weeks of football and films, with plenty of the Arsenal lads in action, a six pack of San Miguel and a fanzine by my side. Yes, the world cup's here again! Lock up the disbelievers and chain yourself to the TV. Or perhaps try a pre-tournament warm up with one of the many World Cup games currently assaulting the shops.

US Gold's last sorte in this field was *World Cup Carnival*. A pretty hideous attempt at a football game, but it did have nice packaging. *Italy '90* on the other hand contains only the necessary instructions and Cup trivia booklet, but the game itself is a darn good crack at a footy sim.

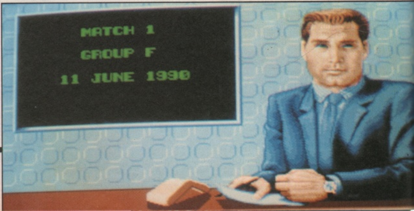
All the participating teams have been included, as have all the players. Each side is rated statistically according to the average ability of the players in the squad. Kicking out Bobby, I eased myself into the manager's hot seat for England's opening match against Ireland.

Setting the traditional England's 4-4-2-perhaps-we-might-get-near-the-goal formation I did my best to cram anyone connected with Arsenal into the squad, while ditching anybody who's ever been near White Hart Lane. This wasn't due to any personal bias, you understand, just skilful management. Eventually I got together a team to field in the big match.

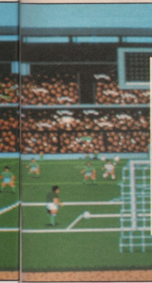
As with most footie sims the view is from above the pitch, and

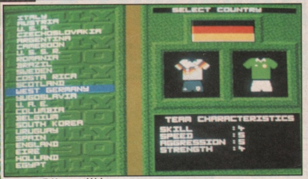
US GOLD
PRICE: £24.99

The Bruce Willis-look-alike commentator.



MATCH 1
GROUP F
11 JUNE 1990



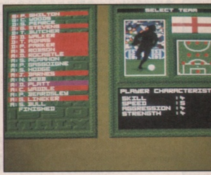


```
ITALY
AUSTRIA
U. S. A.
CZECHOSLOVAKIA
ARGENTINA
CAMEROON
U. S. S. R.
ROMANIA
BRAZIL
SWEDEN
COSTA RICA
SCOTLAND
WEST GERMANY
YUGOSLAVIA
U. A. E.
COLUMBIA
BELGIUM
SOUTH KOREA
URUGUAY
SPAIN
ENGLAND
EIRE
HOLLAND
EGYPT
```

```
SELECT COUNTRY

TEAM CHARACTERISTICS
SKILL       : 4
SPEED       : 5
AGGRESSION  : 5
STRENGTH    : 4
```

Taking a goal kick.



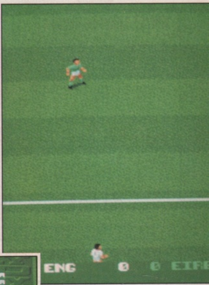
```
G: P. SHILTON
G: C. WOODS
D: S. PEARCE
D: G. STEVENS
D: T. BUTCHER
D: D. WALKER
D: T. ADAMS
D: P. PARKER
M: B. ROBSON
M: D. ROCASTLE
M: S. MCMAHON
M: P. GASGOIGNE
M: S. HODGE
M: J. BARNES
M: N. WEBB
A: D. PLATT
A: C. WADDLE
A: P. BEARDSLEY
A: G. LINEKER
A: S. BULL
   FINISHED
```

```
SELECT TEAM

PLAYER CHARACTERIST
SKILL       : 4
SPEED       : 5
AGGRESSION  : 4
STRENGTH    : 4
```

Not a skilful player.

A European-style tackle.



England take a throw-in.

the game scrolls up and down. For the player control the programmers have gone back to basics. Point your player in the right direction, and the length of time you press the fire button determines the strength of the kick. This time this control method works really well. It's easy to cross and passes can be kicked with pinpoint accuracy.

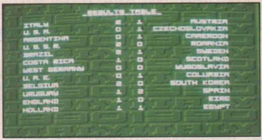
Initially the opposing teams aren't too tough. As with the real World Cup in England's group there's Egypt, Ireland and Holland — all (relative) push overs.

The only real thing that spoils the football section is the scrolling. It's jerky and so are the players' actions, although after a bit, it's not really noticeable.

Corners and goal kicks are shown from behind the player in control of the ball. This doesn't effect the play at all, but it breaks the routine of a normal football game. Penalties are also shown from this angle too, although it's really difficult gauging your shot from this position. There are other neat touches, such as the Bruce Willis-look-alike commentator and some quiet useful information screens.

Inevitably somebody will compare this to *Kick Off*. That's a tad unfair, because that game's a classic of its genre. Instead I'm going to recommend *Italy 1990* as the perfect warm up to the World Cup, although I can't imagine it lasting any longer than that.

Mark Patterson



```
                    RESULTS TABLE
                                   2   1          AUSTRIA
ITALY                              0   1   CZECHOSLOVAKIA
U. S. A.                           0   1         CAMEROON
ARGENTINA                          2   0          ROMANIA
U. S. S. R.                        2   1           SWEDEN
BRAZIL                             1   0         SCOTLAND
COSTA RICA                         0   0       YUGOSLAVIA
WEST GERMANY                       0   1         COLUMBIA
U. A. E.                           2   0      SOUTH KOREA
BELGIUM                            1   2            SPAIN
URUGUAY                            1   0             EIRE
ENGLAND                            1   1            EGYPT
HOLLAND
```

Good ol' Costa Rica.

SOUND: 65%
GRAPHICS: 74%
PLAYABILITY: 83%
LASTABILITY: 79%
OVERALL: 81%

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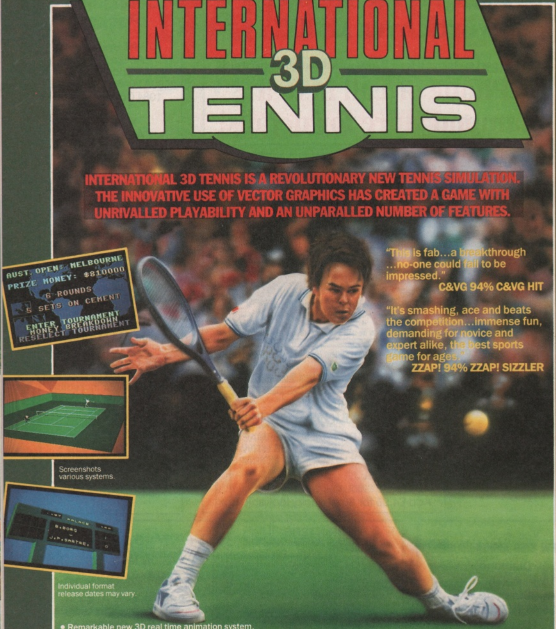

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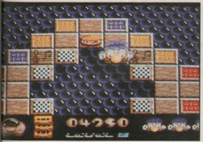
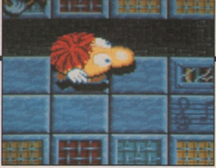
PALACE



Jump, Jackson, jump!



To the teleporter.

JUMPING JACKSON

This is a very attractive and enjoyable puzzle game in which you play a sort of London Philharmonic buster. As Jumping Jackson, rock star extraordinaire, you have to revive the flagging spirit of 'rock and roll' by wiping out classical music and giving bass, drums and axe the airplay they deserve. What would Nigel Kennedy say?!

There are 16 levels to the game, each plagued by nasties such as violins and classical acoustic guitars. Complete with leathers and teased hair, you're on a mission to collect limited edition records, each on coloured vinyl, and place them on the appropriately coloured record deck.

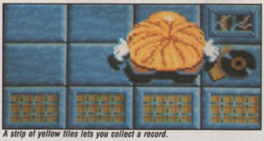
To claim each disk, you have to turn a strip of floor tiles one colour by bouncing on them. When you've done this, the corresponding record appears for you to go and collect it.

Many of the levels are complex mazes, carefully constructed from disconnected floor tiles and random teleporters. And you are pursued by the vicious classical instruments, all of them fully paid-up members of the Orchestra of Doom, who rather annoyingly following you through the teleporters.

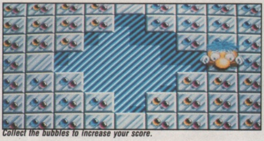
I knew I was in for something special the second the intro tune started. A far cry from the usual plinky keyboard line and poor synth drums that make up 90 per cent of Amiga music, *JJ* opens with a very clever "live" recording of Jumping Jackson's band playing their anthem "Jumping Jackson",. complete with audience singalong. To my ear it sounds very much like an old KISS track, which is no bad thing.

The graphics are everything Amiga graphics should be. Cartoony, colourful and full of character. Add to that smooth scrolling and lots of cute little touches, like Jackson's end-of-level dance, and you have a great looking game, and one that's very playable. Sixteen levels isn't really enough but, for what you have, *Jumping Jackson* is a very good product. A few more levels and this game would be terrific.

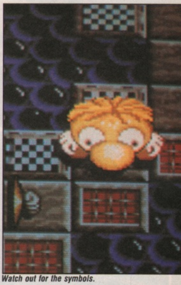
Tony Dillon



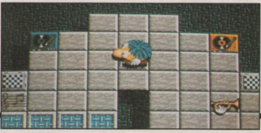
A strip of yellow tiles lets you collect a record.



Collect the bubbles to increase your score.



Watch out for the symbols.



SOUND:	**87%**
GRAPHICS:	**83%**
PLAYABILITY:	**84%**
LASTABILITY:	**78%**
OVERALL:	**82%**

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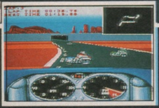
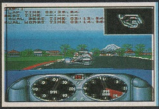
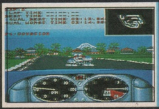
COMBO RACER™







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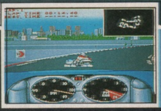
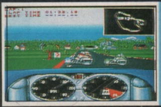
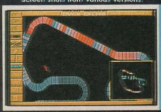
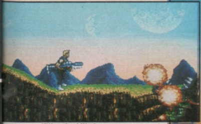


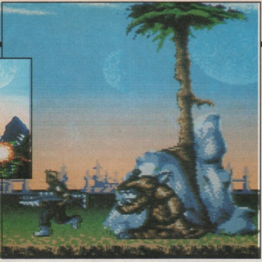


Screen shots from various versions.





Kill or be killed.



Some humans aren't what they seem.

AMC

Can there be a life as gung ho as an Astro Marine's? Big guns, rippling muscles and loads of beer and death. But life's not all fun and laughter. Just like a fireman has to deal with fire-infested buildings, and Roy Schneider in "Jaws" had to deal with shark infested waters, the Astro Marine Corps tackle minor problems such as hordes of invading aliens.

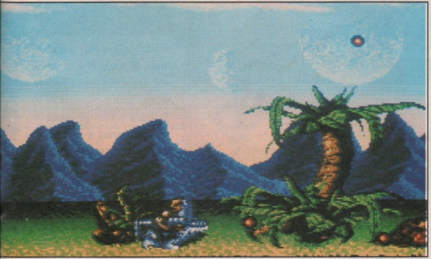
With a task such as that, you'd be surprised if there were queues of applicants willing to sign up. Well, no surprises here. The entire army of the *AMC* consists of you and a gun. Still, you were daft enough to enlist, therefore you're daft enough to go traipsing across the countryside killing everything that moves into view, eventually clambering aboard the alien mothership.

And the whole caboodle, like so many of its type, is a right-to-left scroller that takes you through dozens of levels, taking on progressively nastier aliens until you reach a big moma nasty. It fits the style of game in that *AMC* has large colourful graphics and a nice soundtrack. But, sadly, unlike others, it isn't much fun to play.

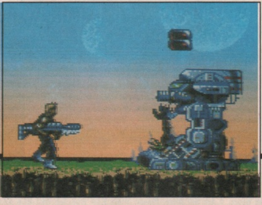
The graphics are very nice indeed. The sprites are large and well animated, and the twin level parallax scrolling is as smooth as can be. The playability problems start to arise in the size of the playing area in relation to the main sprite. As most of the enemies can't get off the ground, and the ones that do only really fly at head height, your chances of missing an enemy, even through random firing, are minimal. I find that just a little too easy.

That's not the whole problem. The control system means that all too frequently you can be firing your gun, move to jump over a hole and end up firing upwards and running straight into it. And the levels are highly repetitive, as are the aliens. *AMC* looks great, but don't let that fool you into buying what is essentially a very dull, very average SEU.

Tony Dillon



One in the eye for the Vagans.



Shades of Robocop

DYNAMIC
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SOUND:	**68%**
GRAPHICS:	**83%**
PLAYABILITY:	**61%**
LASTABILITY:	**65%**
OVERALL:	**69%**

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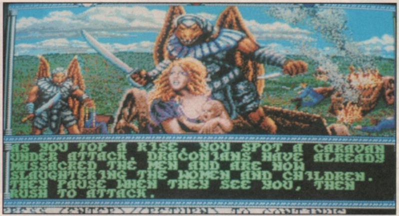

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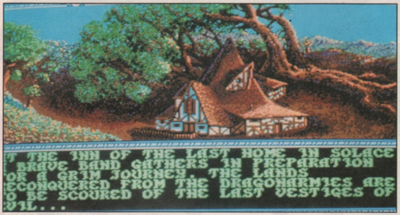

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VIL...

Beginning of the quest . . . who will survive?

CHAMPIONS OF KRYNN

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US GOLD
PRICE: £24.99

Champions of Krynn moves away from the arcade feel of the previous two *D&D* games and takes the more subtle RPG approach of the first in the series, *Pools of Radiance*.

Continuing SSI's scenario, *Krynn* is set just after the War of the Lance in which the forces of evil have finally been driven back. But all is not well around the newly established border posts . . .

A safe haven?

The control routines are identical to *Pools of Radiance*. A 3D perspective is used for dungeons and towns, while a close up view of the immediate area is used for combat. A new and impressive touch is the use of hi-resolution colour pictures to illustrate the story line as the game progresses.

Your first adventure takes place in the abandoned Hobgoblin capital of Throt. Once your party reaches it, you realise the place isn't as deserted as first thought.

The party makes camp.

Magic, as ever, plays an important part. The spells are appropriate to the enemy you face.

Your initial party can accommodate up to six playing characters with room for two computer controlled players. More character classes have been added such as Solomanic Knights, different Clerical religions and two different types of mages. Together with the traditional and mixed classes there's more than enough trades to choose from.

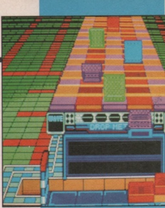
Disk swapping is a problem. There are three, not including home made character disks.

Champions of Krynn is, to my mind, the best game in the series. Striking the line between playability and the original rules is difficult, but this time round in works fine. Even the manual is presented in the style of the TSR original, again helping to give a real *D&D* feel to the proceedings.

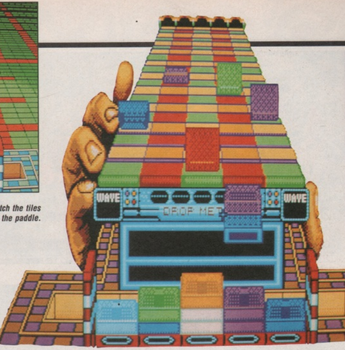
A must for *D&D* enthusiasts, as well as RPG fans. The best yet from SSI.

Mark Patterson

SOUND:	**65%**
GRAPHICS:	**75%**
PLAYABILITY:	**88%**
LASTABILITY:	**90%**
OVERALL:	**88%**



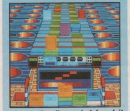
If the pressure is too great catch all five tiles — and then sort them into Klaxes.



Catch the tiles on the paddle.

HINTS

Try flipping tiles back to ease pressure and get the correct colour quickly.



Making the diagonal. I found it easier to work on the edges. Fail, and you've a clear space to start again.

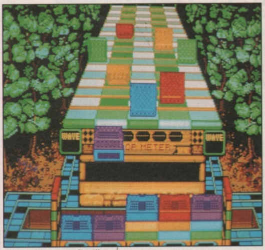
Always try to catch the tiles, thus keeping you in play.

KLAX

The best arcade games have two vital qualities — they're simple and addictive. But that's a combination which has been rare of late. But find them and you've a winner.

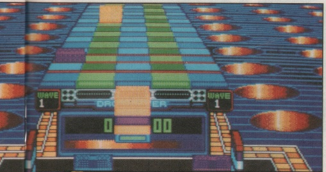
Klax, the coin-op, has recently hit the arcades to rave reviews and Domark's conversion should notch up a decent chart success too. Not a classic by any means, but by its very nature brilliance is something rare.

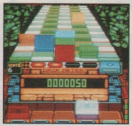
First, the Klax facts. Coloured tiles flip down five tracks towards you. The idea is to intercept the tiles, catch them on your paddle and then toss them into the bins. Ideally, you drop them into horizontal rows, diagonal rows or rows of three. Make the required formation — called Klaxes — and



You can carry up to five tiles.

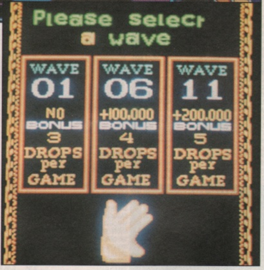
DOMARK
PRICE: £19.99



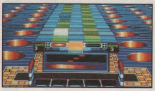


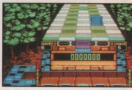
Tricky moment.

Enough tiles to make a Klax.

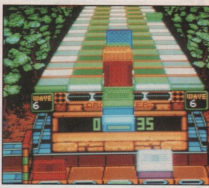


Select the level of play.





Above: Going for a diagonal.
Above right: The start — one blue tile coming your way.
Right: Flipping tiles.



this causes the blocks to flash and disappear, leaving extra space for you to fill and collect a higher score.

Dropped tiles are registered on the drop meter in the centre of the screen. Drop too many or should the bins become full, then the game is over.

The paddle which you control can hold a total of five tiles at once. In this way — providing your wits are about you — you can sort out the tiles, maximising the number of Klaxes. Try to catch more than five tiles on the paddle and the drop meter gets a pounding.

You can also use the throwback option. Pushing the joystick forward enables you to flip tiles backwards — gaining a breathing space — before they resume their relentless downward procession. But be careful. You can only flip one tile at a time. If the tiles are coming thick and fast you end up like a juggler trying to keep all the tiles from falling.

Watch out for the wild tiles. These flash as they tumble and can be stacked onto any two tiles of one colour and create a Klax.

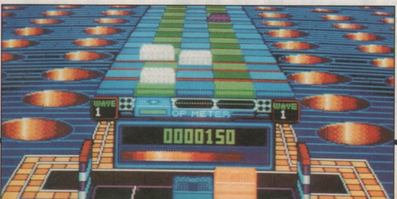
Each wave of tiles has its own set of criteria to meet. For example, instead of collecting a stack of three tiles, they must be arranged diagonally. The more difficult formation you have to achieve, the better your score. And the better you play, the more the pace hots up, putting you into a proper flip flop flap. In the harder stages of the game you have to collect more than just three tiles to create a Klax.

As with the coin-op, you can split the screen vertically allowing two players to meet head-to-head.

If you're a fan of the coin-op, you won't be disappointed with this conversion — solid graphics and sound. If you're new to *Klax*, you are in for a treat.

While I wouldn't claim *Klax* to be a classic game, it is, simply, addictive.

Paul Boughton



The torrent of tiles can seem relentless.

SOUND: 80%
GRAPHICS: 85%
PLAYABILITY: 85%
LASTABILITY: 85%
OVERALL: 85%

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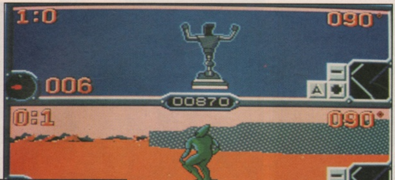
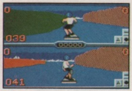
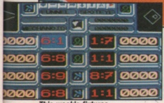


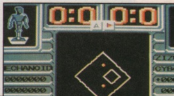
Looks like you made a wrong move.





This week's fixtures.

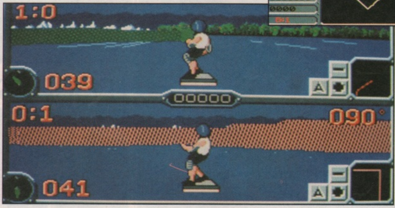
No score at half time. (Below)



WIPE OUT

Futuristic sports return to our screens in the rather wet form of *Wipe Out*, from new boys Gonzo Games. Skateboarding is back in fashion and surfing has a whole sub-culture of its own, so why not combine the two and create rocket powered skateboards you can surf with? What an original idea, or at least it would be if 2000AD hadn't thought of it a few years ago.

The Intergalactic Hoverboarding League is full of daredevil die hard types all hell bent on becoming the greatest hoverboarders in the galaxy. On each planet, there is a league of about twelve players. The best players from each come together to form the system division, then the various sub galaxy leagues right up to the superleague, where only the best in the universe dare compete. And the whole game can be won or lost on the strength of one match.



Each match is a one on one affair in an enclosed pitch, and to beat your opponent you have to smash them into a wall without smashing yourself. The game is played along the lines of the lightcycles section in the movie Tron only a lot faster. The playing area is small, so that after a short while you find yourself having to make some pretty nifty manoeuvres just to avoid your own trail, let alone your opponent's.

You can find some handy little objects to help you on your way to megastardom. Small dots that allow you to disintegrate your opponent's trail, for example, or new hoverboards that allow you to make tighter turns, or even jump over walls! The graphics are quite attractive, due to the use of different sprites for each character and the many varied backdrops. However, the scrolling is very jerky, making tight, accurate turns practically impossible.

It plays well. The controls are a little clumsy to begin with, but that's really down to the beginner's hoverboard you are graced with. *Wipe Out* is really nothing more than a few well worn ideas presented in an interesting way.

Tony Dillon

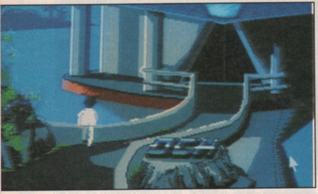
GONZO GAMES
PRICE: £19.99

SOUND:	**72%**
GRAPHICS:	**80%**
PLAYABILITY:	**79%**
LASTABILITY:	**83%**
OVERALL:	**81%**

More tropical than Brighton.

I don't think you'll find a misses in there Larry.

Naughty, Naughty.

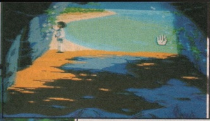


LEISURE SUIT LAR

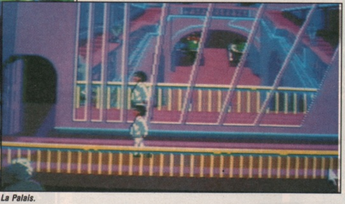
ACTIVISION/
SIERRA ON-LINE
PRICE: £39.99

When Larry Laffer finally married Kalalau in Nontoonyt, at the end of his last caper, it seemed he'd settled down to a respectable family life on the idyllic island. How then, could any of his further adventures have that same spirit?

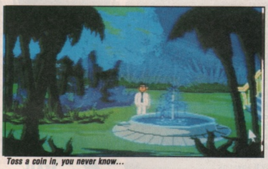
Simple! Not only has the island now undergone a major tourist development with new attractions



Time for a swim.



La Palais.



Toss a coin in, you never know...

RRY III

in the worst possible taste, but Larry arrives home one night to find Kalalau in a hot tube with her new lover, Bobbi. How could she possibly find another man more interesting than Larry? The answer is she didn't. Work that one out for yourself, or buy the game!

Divorced and broken-hearted, Larry, with a sudden resolve, vows never to enter a serious relationship again. Indeed he will allow himself to be enjoyed by the many female tourists who visit Nontoonyt for a good time. And so, the little fellow clad in blue shirt and shorts, steps into a phone booth in the middle of the jungle, and changes into that famous white attire, transforming himself once more into Leisure Suit Larry!

Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals is far naughtier than *Larry II*, and like *Larry I* five questions must be answered before starting the game. But this time, the marks out of five determine at what level you play at. Three gives you 'Pretty Dirty', four offers 'Really Filthy', while five takes you into what you probably bought the game for: 'Totally Raunchiest'. The differences in play between these levels are fairly subtle but nevertheless noticeable — the level of the blinds in a lady's bedroom, and amount of bikini worn by a sunbather, for example.

Definitely an adult game, this, and certainly not to be bought as a gift for a twelve-year-old. This warning is well illustrated in Larry's first conquest, a lovely young lady called Tawni, found sunbathing topless on Nontoonyt's polluted beach. Larry soon finds a suitable gift to impress her, and she repays him in kind right there on the sand, fully-animated and to music! Pity about the crabs . . .

The game itself is not easy, and unlikely to be purely a romp for Larry. Sacked by his boss, Larry is penniless, and has to trade wits for oats. The game's narrative form is belied by the initial appearance that things can be done in almost any order, once one or two essentials are out of the way. But second visits to earlier scenes offer useful objects not available earlier, and these are triggered by definite game events.

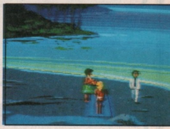
Patti herself has not turned up yet in my game, but I was assured by author and programmer Al Lowe when I met him last year, that Patti is playable as an alternative character when she appears, and things can be seen from a different angle.

The graphics are superb, with excellent animated sequences, all accompanied by sound effects and catchy music including the now-famous Larry theme tune. The parser and vocabulary range seem to have been improved over recent Sierra adventures, although movement is sometimes rather slow, and the system would be improved immensely by the inclusion of a GOTO (location) command, to allow instant transportation to previously visited places. My only criticism is what seems to be a glitch in the SAVE GAME facility — I could only save one position (twelve are promised) before my disk was diagnosed as full.

Larry III comes with an illustrated coloured guide to Nontoonyt Island, and five disks. Now that's big!

Keith Campbell

Looks like Larry's hit Jackpot.



SOUND:	**95%**
GRAPHICS:	**95%**
PLAYABILITY:	**80%**
LASTABILITY:	**85%**
OVERALL:	**90%**

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Manager: Adrian
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STOCKPORT
6 Mealhouse Brow,
(Off Little Underbank),
Stockport. Manager: Ray
Tel: 061 480 2693
Closed Thursday

Everyone's in a trance.

The Duke welcomes you to Buck Palace

CHRONOQUEST II

This is the follow up to Psygnosis' tale of time travel and vengeance. You've captured your father's killer, and now's the moment to pop back to 1922 and the family — so long as you can find the right ore to fuel the flight to the correct place in time.

There were some highly obscure problems in Chronoquest 1. But, sad to say, there's precious little subtlety in the sequel.

This makes gameplay a doddle, although that doesn't mean it's easy to finish the game; play is more a matter of carrying out a set of actions and hitting on the right combination. A lot of luck and a little logic is necessary to progress, but the logic is French and when the luck runs out it is back to the beginning again to try things in a different order. A saved position will help, but it is not really a useful option unless you have a whole pack of spare disks to dedicate to the game, since only one file can be saved per disk — subsequent saves simply overwrite.

The main action comes from confrontation with the principal characters to whom you are able to speak, at which point the TALK, LISTEN, and GIVE icons are automatically displayed. The player's side of a conversation is limited to a choice of two lines, and the response is displayed in text accompanied by digitised speech. There is an option for turning the speech synthesis off, which avoids a couple of extra disk swaps and saves the player a number of winces.

Which brings me to the worst aspect of the game — the shoddy conversion of the game from French to English. A frequent response message: 'But what he did says' — meaningless crap. A USE cursor which asks you what you want to use and then where you want to use it by displaying the words 'quoi' and 'ou'.

Chronoquest II is an improvement on its forerunner, but lacks the depth and logic of a serious adventure, and it lacks humour, except the unintentional variety. However, it's slick to play, and interesting enough to keep the attention of the player.

Keith Campbell

Hi-ho silver, away!

Getting warm by the fire.

Yo! Over here! Follow us.

PSYGNOSIS
PRICE: £29.99

SOUND: 71%
GRAPHICS: 78%
PLAYABILITY: 82%
LASTABILITY: 59%
OVERALL: 75%

BUYER'S GUIDE

Here it is! The essential CU guide to the hottest selling titles on the Amiga. Check out what's going to be new in June, which games the CU staff play, and the Classics on Release chart – our guide to great games that are still available.

JUNE RELEASES

PRODUCT	PUBLISHER/INFORMATION
FLOOD	Humourous platform antics programmed by Bullfrog for Electronic Arts.
CHUCK YEAGER'S AVANCED FLIGHT TRAINER	Test your flying skills – again from EA.
IMPERIUM	Complex space strategy in which you can create the future. Also from EA.
COLONEL'S BEQUEST	Superb murder mystery. Whodunnit? Activision, that's who.
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS	Space rescue mission. A coin-op conversion from Domark.
ORIENTAL GAMES	Martial arts thrash 'n' bash from Microstyle.
FIRE AND BRIMSTONE	Arcade adventure in the kingdoms of the Norsemen. From Microprose.
SLY SPY, SECRET AGENT	Arcade spy thriller from Ocean.
FEDERATION QUEST I	Gremlin's space epic.
LIFE AND DEATH	Mindscape's hospital drama under the surgeon's knife.
HARLEY-DAVIDSON	Leather-jacketed road race across the States. Mindscape in top gear.
DRAGONFLIGHT	Grandslam's fantasy role-playing epic.
ATOMIX	Puzzle game from Grandslam.
CONFLICT	Budget-priced Middle Eastern war simulation from Virgin-Mastertronic..
ELVIRA: MISTRESS OF THE DARK	Horror role-playing game based on the film with camp vamp Elvira.
GHOST 'N' GOBLINS	The classic finally makes it on the Amiga from Elite.
BUGGY BOY	Full-throttle race thrills, again from Elite.
THUNDERCATS	Elite's hack 'n' slash thrills based on cartoon capers.
BOMBJACK	Conversion of coin-op classic. Again from Elite.
PUNISHER	Strong-arm stuff from The Edge.

AMIGA CHART

TM	LM	
1	NE	F29 RETALIATOR Roaring into the top slot is Ocean's futuristic flight sim.
2	1	ITALIA 1990 Sliding from the top spot is Codemasters' budget world cup game.
3	9	PLAYER MANAGER Good news for Anco as Kick Off's brother races up another six places.
4	2	MANCHESTER UNITED After only one month in the charts Chrysalis' Man. Utd. drops two.
5	NE	688 ATTACK SUB Torpedoing the opposition is yet another sim, this time it's submarines from EA.
6	4	ADVANCED SKI SIMULATOR Coming down two places on the slippery slope is another budget release from Codemasters.
7	12	TREASURE ISLAND DIZZY But up five, and for the third time in this top ten is Codemastes with their latest Dizzy game.
8	NE	MANIC MINER Software Projects enter the charts after a long absence, and at a budget price too.
9	NE	WARHEAD Activison burst into the top ten with their explosive new hit.
10	3	RAINBOW ISLANDS Falling seven is Ocean's popular and long awaited Rainbow Islands.
11	NE	PIPEMANIA – Empire.
12	20	DRAGONS BREATH – Palace.
13	NE	ROCK STAR – Code Masters.
14	13	CHASE HQ – Ocean.
15	NE	BUDOKAN – Electronic Arts.
16	NE	GRAND NATIONAL – CDS.
17	NE	BOXING MANAGER – Goliath Games.
18	RE	FOOTBALL MANAGER 2 – Addictive.
19	15	XENOMORPH – Pandora.
20	NE	IMPOSSAMOLE – Gremlin Graphics.

E & CHARTS

LOST IN SPACE DISKS

Games we'd take with us to another galaxy.

STEVE JAMES	Klax, Rotox, Turrican.
MARK PATTERSON	Rotox, Champions of Krynn, Turrican.
DAN SLINGSBY	International 3D Tennis, Italy 1990, Rotox.
TONY DILLON	Subbuteo, Impossamole, Wipe Out.

CLASSICS ON RELEASE

PRODUCT	PUBLISHER/INFO
THEIR FINEST HOUR Top Class flight sim, amazing graphics and playability. CU Screen Star.	US Gold, £24.99
ANT HEADS Ace sequel to It Came from the Desert. CU Superstar.	Cinemaware, £14.95
TENNIS CUP Good sports sim.	US Gold, £24.99
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS Superb coin-op conversion. CU Screen Star.	Domark, £19.99
CRACKDOWN Smash drugs barons. CU Screen Star.	US Gold, £24.99
CYBERBALL Futuristic football.	Domark, £19.99
688 ATTACK SUB Excellent sub sim. CU Screen Star.	Electronic Arts, £24.99
INFESTATION Superb search and destroy. CU Superstar.	Psygnosis, £24.99
SHERMAN M4 Tank battle strategy game. CU Screen Star.	US Gold, £24.99
PLAYER MANAGER Excellent combination of soccer action and management skills. CU Superstar.	Anco, £19.95
TV SPORTS BASKETBALL Excellent sports sim. CU Screen Star.	Cinemaware, £29.95
PIPE MANIA Poor graphics and sound but ace play. CU Screen Star.	Empire, £24.99
THE LOST PATROL Vietnam action and strategy.	Ocean, £24.99
WARHEAD Excellent space-bound strategy adventure.	Activision, £24.99
CONQUEROR Tank romp across Europe. CU Screen Star.	Rainbow Arts, £24.99
WORLD CHAMPIONSHIP BOXING MANAGER Ace fight game. CU Screen Star.	Goliath Games, £19.95
BOMBER Excellent flight sim. CU Screen Star.	Activision, £29.99
IT CAME FROM THE DESERT Excellent ant antics. CU Superstar.	Cinemaware, £29.95
HARD DRIVIN' Tasty conversion of Tenegen coin-op. CU Screen Star.	Domark, £19.99
FUTURE WARS Tops in graphics, sound and playability. CU Screen Star.	Delphine, £24.99
SIM CITY A must for budding designers. CU Superstar.	Infogrames, £24.99
THE NINJA WARRIORS Near-perfect conversion. CU Screen Star.	Virgin, £19.99

FANTASY ZONE

Venture forth into Fantasy Zone, Keith Campbell's new invaluable guide to adventure, role-playing, strategy and war games. The answers to all your problems are here. . .

INPUT

FAERYTALE ADVENTURE

RPG

Where and what are the items I need to pass the barriers? What is the significance of Pixel Grove? And why do I come across the words 'Julian found a cave in the hillside' when there are none?

Steve Mackenzie,
Inverness.

KING'S QUEST III

Adventure

I am having trouble catching the snake and killing the wizard. How's it done?

Steve Mackenzie,
Inverness.

WATERLOO

Wargame

Although I am a fan of wargames, I am having problems with the communications system in this game. Could somebody give me a few pointers to get going with?

Peter Scott,
Kilburn.

ZORK III

Adventure

I would like to know what use I can put the vial given to me by the sailor, and what the old man means when he tells me to return when I am ready?

John Godley,
Rotherham.

STARCROSS

Adventure

How is the hatch in the tree opened, and how do I use the computer?

John Godley,
Rotherham.

GUILD OF THIEVES

Adventure

I can put fifteen valuable items in the bank, but then find that I can't get into the office. When and where do I use the anticube or the plastic cube?

Berndt Veldhuis,
Voorschoten,
Holland.

STAR COMMAND

Strategy

The insect battle plans are in the ship of the lizard, but the lizard's ship is locked and I cannot get in. Can someone please help me as I'm currently getting through more lizards than a David Attenborough film!

Wayne Dibben,
Upminster.

SHADOWGATE

Adventure

I would like to know the whereabouts of the Staff of Ages. Also, how do I get past orcs, a sphinx, and the throne with a dead king on it?

D. Arnold,
Grantham.

SEASTALKER

Adventure

This game has me stumped. I'm having difficulties hunting a shark with my submarine. The thing is, I cannot find it — it usually finds me first! How can I track the shark down?

Jon Ramsrad,
Dale,
Norway.

THE BARD'S TALE

RPG

I'm stuck on a couple of riddles:
"Once a man alive, now living death. It drinketh blood 'n' stealeth bread."
and,
"Name the one of cold, foretold twofold".
Can anyone help me?

Oyvind Abebostol,
Nordfjordeid.

BARD'S TALE II

RPG

I'm in Malefia and I've found a door using the clues the ice statues gave me, but I cannot get in. I've tried and tried but it will not budge an inch. Anyone help?

Michael Bromley,
Malefia.

WASTELAND

RPG

I keep getting wiped out by the robots in Las Vegas. Does anybody know where

I can get hold of some heavy artillery to defend myself with?

J O'Dowd,
Dublin.

SPACE QUEST 1

Adventure

I enjoyed Space Quest 1 so much that I rushed out and bought Space Quest 2. Unfortunately for me, I promised my brother that I would not start the sequel until I'd completed the original. Now I'm stuck! I just cannot get into the spaceship Deltaur. HELP ME!

C. Butler,
Maghull.

DUNGEON QUEST

Adventure

After getting rid of the dragon, I've found myself in a room with an obelisk and pulleys. Can anyone "pull me" in the right direction?

Helen Moore,
New Zealand.

UMS

Wargame

On the Vietnam scenarios most of my campaigns seem to fall apart after only a short while. I have a lot of problems defending myself from probing squads of VC. Has anybody got any strategies that might help?

Greig Bryce,
Nottingham.

OUTPUT

BARD'S TALE III

RPG

Here's how to get Valerian's Bow and the Arrows Of Life. Once Valerian's blood is pumping, he is quite willing to reveal the door in the eastern wall to his old friend, Hawkslayer and companions. This means one member of the party will remain at the Refugee Camp, and not gain any experience.

Ian Montgomery,
Kirknewton.

FAERYTALE ADVENTURE

RPG

The Princess is being held in a tower close to seahold. To get to her you need a swan — to get a swan you need a lasso from the witch's castle.

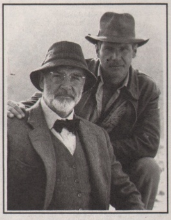
Steve Mackenzie,
Inverness.

UNINVITED

Adventure

To avoid problems with the ghost in the church grounds, light the candles in the chapel and then take them with you for protection.

D. Arnold,
Grantham.



INDIANA JONES & THE LAST CRUSADE

Adventure

In the statue room, LOOK GRAIL DIARY and push the statues until the configuration is the same as that shown on the left hand pages.

Tim Smith,
Wokingham.

ZORK 3

Adventure

Drink the liquid from the vial before attempting to pass the Guardians.

David Charles,
Exeter.

BARD'S TALE 1

RPG

The eye of the Mad God is in the third level of the catacombs. The name of the Mad God is found in the second level of the sewers.

Michael Collins,
Queensferry,
Deeside.

ZORK 2

Adventure

If the lizard door is bothering you, ignore it until after you have solved the riddle and beyond.

David Yewdall,
York.

CORRUPTION

Adventure

To meet up with Charpointer, show your chips to the waiter at Le Monaco, and when you see him, ask the teller about them. Chips cannot be obtained before a visit to the hospital.

Chas Roberts,
London.

MANIAC MANSION

Adventure

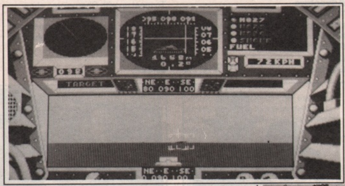
Get the dimes from Ed's money box, open the painting in the room above Ed's Mum and give the man-eating plant radioactive water from the swimming pool and a can of Pepsi. When it starts to burp, climb up it and through the hole to reach the telescope. The safe code can be seen through the telescope but put two dimes in the slot first.

Glen and Trevor Allison,
Auckland,
New Zealand.

HOW TO ENTER THE FANTASY ZONE

So you think you're forever trapped in the game you're playing? Give other readers the chance to prove you wrong! Prickly problems and snappy solutions are welcome here! Write to Fantasy Zone, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you as soon as I can. To make things easier please mark envelopes and postcards Input (Questions) or Output (Answers).

FANTASY ZONE NEWS



Heavy Metal

HEAVY METAL

STRATEGY

Not an all new hard rock game, rather a sim which brings together the five main elements of a divisions armoured attack vehicle.

You get to play around with Air Defence Anti-Tank system, Fast Attack Vehicles, battle tanks and more. With the ultimate goal of becoming a five star general.

This thunderous little attack package from Access should be in the shops around about now.

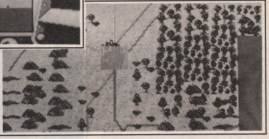
ADVENTURES FOR THE PUBLIC

ADVENTURE

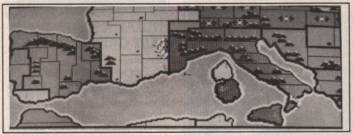
Two classic text adventures in the Public Domain are offered by 17 Bit Software for the Amiga. *The Holy Grail* is suitable only for the 1 Meg Amiga, whilst *The Golden Fleece* will run on an A500.

In *The Golden Fleece*, the curtain rises on Zeus and Hermes, deep in a game of chess. Countering Zeus' contempt of mortals, Hermes claims he could find a champion that Zeus would be proud to call 'brother'. So the challenge is on — and play begins in the more mundane world of winding passages, stairways, and a broom cupboard!

Well written, with Infocom-style text and no graphics, *The Golden Fleece* is no pushover, and like *The Holy Grail*, will set you back just £2.50. Both games are available from: 17 Bit Software, PO Box 97, Wakefield WF1 1XX — Tel 0924-366982.



Sword of Aragon



Storm Across Europe

MAGNETIC SOLUTIONS

BOOKS

Solution books for Magnetic Scrolls adventures are available to members of Official Secrets, the club for RPG, adventure, and strategy players. With maps, an object list, and three levels of clues, each book aims to help the adventurer who is stuck without giving away more than he wants to see! And for the really desperate, a complete step-by-step solution is provided at the end of the book.

The Pawn, Guild of Thieves, Jinxter, Corruption, Fish, and *Myth* are the games covered by this range of books. Official Secrets offers a bi-monthly magazine 'Confidential', a members' Helpline service, and incorporates membership of Special Reserve, a software discount club. Annual subscription is currently £22 for UK, £25 for EEC, and £30 for rest of world, which includes a free copy of Magnetic Scrolls' Myth, written exclusively for the club, on joining. Membership application forms from Official Secrets, PO Box 847, Harlow, CM21 9PH, Tel 0279-600204.

STORM ACROSS EUROPE

WARGAME

Though the box to SSI's latest mass war sim reads "The fate of Europe in your hands" it's also set in north Africa and covers all the main 39-45 theatres of war. Included are amphibious landings, U-boat campaigns, tanks, air support, paratroopers and infantry, research and strict financial planning.

With up to three players *Storm Across Europe* looks to be one of the biggest wargames yet released in this country, only time will tell.

SWORD OF ARAGON

RPG

SSI's latest roleplay is a strange combination of strategy, swords and sorcery. As heir to the throne you set out to fulfil your late father's dream of uniting the whole empire under one banner.

Commanding armies of knights, rangers, priests and mages, you have to vanquish the armies of goblins that threaten the lands, while performing good deeds on your travels.

Sword of Aragon should be ready for an early June release.

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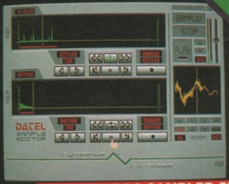

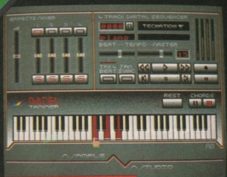

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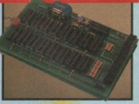

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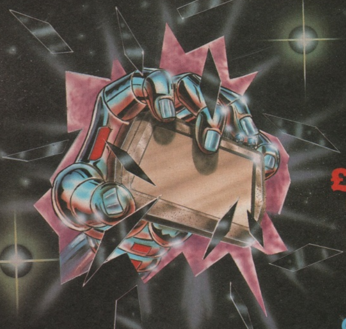

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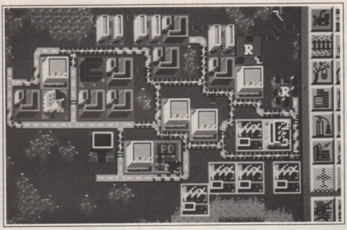

CUT AND PASTE SIM?

STRATEGY

In a move that really means money's no object for an expanding city, Infogrames have released a Sim City terrain editor.

It will allow you to edit landscapes, redesign cities from the sewers up, play around with established towns, set the paths of boats and planes to follow and even let you try your city out on other makes of computer. Not costing the Earth at £14.99, this little add-on should be in the shops now.

BETRAYAL

STRATEGY

New from Rainbird is this game of scandal and power. Set back in the days of olde, the aim is to become as powerful as possible, whether by force or cunning. Control puppet kings who will be more than friendly to you, or invade somebody who comes close to stepping on your toes. As well as subterfuge your joystick skills will also be called upon to help defend yourself as more and more people wise up to your megalomaniac ideals.

Programmed by Floppy Electronics and costing £24.99, Betrayal should be around sometime this summer.

FORGOTTEN REALMS

RPG

Word is that Pools Of Radiance, SSI's first AD&D release will soon be available for the Amiga. Though only at the test stage, SSI are confident to have it up and running for a June release, the only snag being you will require 1 meg of memory to run it.

On the subject of Pools Of Radiance, SSI have also announced plans for the third in the Forgotten Realms series. Secret Of The Silver Blades will allow characters to be advanced up to level fifteen, as well as pitting them against some of the toughest puzzles yet seen in the Trilogy. As yet there's no indication of a release date.

BLOODSTONE

RPG

Bloodstone from Microlink is the latest in the stream of Multi User Games to broadcast across our phone lines. This time though there's no text descriptions of where you are, rather a 3D generated view. You are also open to hostilities from the several hundred computer controlled 'mobiles' who make up the population of this game that's described as "the most advanced MUG around".

Bloodstone is free to peaktime users and a paltry 3p a minute to everybody else, but remember to keep an eye on your phone bills.

DRAGON STRIKE

RPG

Taking up the reins where Champions of Krynn leaves off, Dragon Strike from SSI is a first person perspective dragon bash, as, once again, your home land comes under attack from all that's dark and evil. This time round there's just going to be the one character class, Solamnic Knight and individual players only.

Dragon Strike looks set to be the most physical of D&D series to date concentrating more on action than mental dexterity.

Should be skulking on the shelves around July.

SECOND FRONT

WAR GAME

Taking a different perspective on World War II, SSI's Second Front centres on the battles fought during the German invasion of Russia in 1940. Included is just about every feature possible; air strikes, bombing, one hundred and fifty German divisions and two hundred Russian, plus their standard customising program.

Priced at £29.99, Second Front should be available later this summer.

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HELPLINE

ENQUIRIES

F-18 INTERCEPTOR

I'm stuck on the mission 'Intercept Stolen Aircraft.' I can shoot down the MIGs and can manage to get the stolen aircraft to follow me, but what now? I've tried landing on runways but they just keep flying around. Any help would be appreciated.

K. Campbell (S13)

XYBOTS

I bought this game two months ago and it is driving me crazy.

This is my problem:

When I have completed level 10 I am transported to the first MASTER XYBOT. This MASTER XYBOT is my problem. I can not beat him. Can someone tell me how to DESTROY this MASTER XYBOT!

Nicolaas de jong (S1)

RAINBOW ISLANDS

I have a very big problem with *Rainbow Islands*. I can get to the big spider at the end of round 4, island 1, but I can't kill it. Has anybody got a cheat?

A cheat for *Dragons Lair 2, Singe's Castle* would be nice too.

James Brown (S10)

RESPONSES

SHINOBI (R5)

Type "LARSXVIII" whilst in pause mode for infinite credits.

Steven Gane

SUPER WONDER BOY (P6)

When you have passed the town Baraboro on the fourth level you have to jump up on the cloud with help from the feather.

From the cloud you jump to the right and go on to the roof. Then you go to the last house and place yourself there. If you then go right to the left, the screen will twinkle and you will get 10 hearts and you can't loose the heart if you run on enemies.

The only way to die is to go down into the fire or by time running out.

Andreas Poike

BARBARIAN (R1)

On the final level when you confront Drax, walk forward and when the first fireball comes jump, then do a forward roll into Drax.

And for those people who can't even get there, the best way to go about this is to roll into your opponent until he reaches the side, then kick him. Roll into him a few more times and kick again. Keep doing this and you'll have the game under wraps, no problem.

David Scuffle

TREASURE ISLAND DIZZY (P2)

I am writing in response to the plea for help by Sean Miller on *Treasure Island Dizzy*.

First off, here is the cheat mode for moving around the game. Hold down the S,P,A,C and the space bar. Now when you press C you disappear and Space makes you reappear. When you have disappeared pressing M moves the map around!

Bryn Pearson

DUNGEON MASTER (Q4)

Near the beginning of this level there is a message on the wall which says 'When rock is not rock'. Left of this message you can walk through the wall. You will find yourself in a passage that looks twice as long as it really is.

At one end of the passage there is a door, on the other end there is a spinner that turns you 180 degrees. In the room behind the door lays the feral pendant (+1 wizard level).

Now walk the passage backwards and you will find yourself in another part of the level. Somewhere in level 9 is a button, press it to find the storming (lightning, very limited charge).

Near the end of the level is a ra-key.

Note: You need a lot of health and manna to survive the rats and fireballs. To gain some levels, practice at the screamer-regeneration chamber at the end of level 4.

Folkert Wiekmeijer

STRIDER (P4)

Start the game, then pause (use F9). Hold down the HELP-key and LEFT SHIFT and 1 together. Unpause. Press 1, 2, 3, 4, 5 for level-advance and F1, F2, F3, F4 for getting further within a level.

David Vanhove

INTERPHASE (P11)

This will not be of much use to this guy, but it gives a nice effect. During the game, type Fenny (F must be capital). Now pressing the left mouse button cycles you through the objects, the right one will enlarge them and both goes back to the game.

David Vanhove

OPERATION THUNDERBOLT (P14)

Instead of typing SPECCY MODE to make things impossible, type WIGAN NINJA to get the much wanted infinite ones out of this. Pressing F2 now will shoot you to the next level. To complete, be sure NOT to kill the hostage pilot, because you'll need him when you operate the plane flying home.

David Vanhove

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: Play To Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

ENQUIRIES

VIRUS

I have an old problem, its called a virus. To be more specific the "Bimbo Byte Virus." I have tried several virus killers but none have worked. Could you or your readers end this nightmare and tell me how to kill it once and for all.

I have also enclosed a stamped addressed envelope. Could you please post a list as due to my job I am not always able to buy CU every month.

R.J. Brownlow (S9)

THE NEW ZEALAND STORY

I have tried every cheat given for the above at different points during title screens etc and nothing happens.

Occasionally the whole game just locks and to release it you have to turn off the computer.

J. Evans (S8)

GHOSTBUSTERS 2

I'm so crap at *Ghostbusters II*. Thanks to the poke printed last month I can get to the third level, and the I can kill Janosz, kill Vigo, but how do you kill Ray? I've tried doubling up the lasers and everything, but nothing seems to work. I'd really appreciate it and can offer help (not pokes) on *Xenon 2* and *Falcon*. I run an Amiga 500.

Sean Boyd (S7)

THUNDERBIRDS

I am in trouble again with *Thunderbirds* and I need help. Missions 1 and 3 are completable but concerning mission 4 what do I do once I have got the secret documents and do I use the lumpet mine at all which is found to the left of the robot?

Please help as I have attempted this so many times and am getting rather frustrated. Also if anyone knows how to complete *Thunderbirds 2* once you have shut down the reactor please write in.

James Nicol (S6)

RICK DANGEROUS

I am having difficulty in getting past a point in the Egyptian Pyramid. It is in the third stage of the game. If you get killed you automatically return to a particular point. You have to encounter a stage — it is just after the bit where you have to shoot the wall then lay on the platform — the platform moves down and you have to get off quickly before it goes up again. From that point you have to drop down to a platform crouching quickly or you will get shot by an arrow coming out of the left wall. There appears to be two stepping stones which you have to jump to across the screen to your right. Then go down the ladder on the far right. I have tried and tried to get past this stage (for several months in fact) but I cannot seem to crack it. I would imagine you have to jump in a particular way as I can manage to get to the first block but every time I jump to the next one I am killed instantly by an arrow. PLEASE HELP, I really do need it — I am driving my husband around the bend.

Mrs S. Sola (S5)

BERMUDA PROJECT

I was going through some old CU magazines and noticed an enquiry (M7) — regarding *Bermuda Project*. I anxiously awaited a response in later issues but nothing. I too have found the game frustrating as I can find the glider and can cross the river to where the plane is. But I am unable to get the pilot out of the plane before it blows up — or alternatively drive the jeep to enable me to enter into the village (the one you see behind the tall walls — not the one where the glider is) as I have used up all my energy trying to work out various combinations to get the pilot out of the aircraft — or the keys from the dead jeep driver. I have given up and resigned to the fact that I will never get any further — PLEASE HELP — did you ever publish a map of the island or tips etc.

S. Sula (S11)

SHADOW OF THE BEAST

I am having particular problems with *Shadow of the Beast*. I cannot get past the big monster on the second part no matter how many times I hit it with the laser obtained from the fire-breathing monster. Just so there's no confusion this is the monster which you haven't got much room to move back from as there is the statue in the road. By the way I have already tried the tip where you have to hold down the left mouse button and the fire button on the last intro scene. Please tell me if the last intro scene is the one where there are two fur legged creatures in a sort of red jungle thing, as this does not work for me.

Neal Sutherland (S4)

HUNT FOR RED OCTOBER

Please, please, please can somebody help me?! I have had *Red October* for ages but I always get torpedoed within ten minutes of starting! Does any Amiga owner out there have a cheat or some brilliant advice? I am near suicide!

Also, if anbody has a cheat for either *Who Framed Roger Rabbit* or *Batman the Movie* I would be most grateful if you could send them to the helpline.

Alex Graham (S3)

ELITE

I own the Amiga version of this incredible game and I would like to know three things.

1. How many points do you need to have acquired to become DEADLY then ELITE.
2. How long is the time interval between each mission.
3. In which galaxy and around what planet is the SPACE DREDGER to be found.

Thanks to anyone who can help!

Dan Russel (S2)

WARHEAD

Does anyone know how to defeat, or get past the "Bezenber" in *Warhead*, before it destroys the Earth?

Mr A.M. Soden (S14)

PAC-LAND

I have been trying for some time to complete *Pac-Land*, but without luck! I can only get up to the 9th round and there are over 30! Please can someone help me?

Gavin Kermack (S12)

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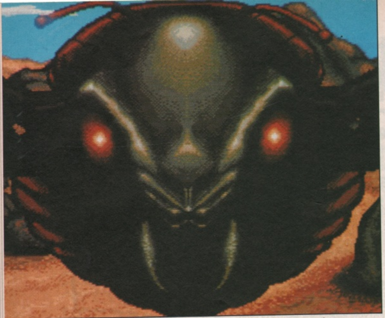
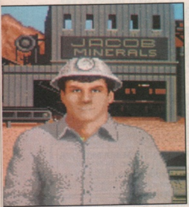
PLEASE NOTE THAT NOT ALL TITLES ARE RELEASED AT THE SCHEDULED TIME. THESE WILL BE DESPATCHED WITHIN 24 HOURS OF RELEASE SUBJECT TO AVAILABILITY



Aim for the antennae.

ANT HEADS



Talk crude to this guy for best results.

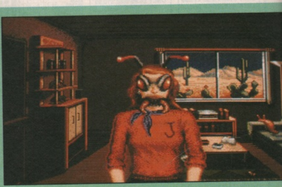
They're back! And a meaner bunch of ant-heads you couldn't possibly hope for. You're task is to gather the numbers to a safe, retrieve the documents and alert Lizard Creak to the threat of the super-ants. Mark Patterson, who's been called an ant-head in his time, tells you how it's done.

DAY 1

Start by gathering all the info you can from Biff and Dusty, unless you already know what's going on.

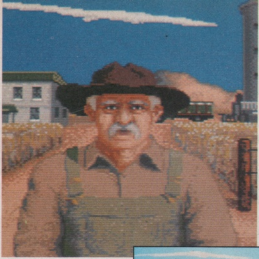
Then take a trip to KBUG. Dusty then tells you about the aftermath of the last ant attack and gives you a gun and a

Billy and his sceptical dad. An invaluable mine of information, and they supply you with the essential Pez dispensor (which when flicked at anybody suspicious will prove whether they're an Ant Head or not). And remember to visit them on day four, otherwise they become ant fodder.



You've exposed an Ant Head, now what? Pull out your gun and aim where the antennae join the head and remove both of them with a .45 slug. When the person comes around, jot down the number they give you.

ice and his gang need to be taught a lesson.



The farmers aren't too important

Geiger counter.

Hang around until the afternoon and visit the Platt university lab. In there you'll find little Billy and his sceptical dad. Ignore the old man and listen to all Billy's advice. For some further info pop in on Ida the fortune teller.

Get home for around eight and you'll be able to spend a not so quiet evening with the ever amorous Jackie.

DAY 2

Once again your first excursion should be to KBUG, where Dusty warns you of an impending threat from the G-Men.

After that go to the lab where Billy has some more useful information for you.

At about one o'clock drive over to Neptune Hall where you'll find Billy Bob acting even stranger than usual, if you count strange as a full-set of antennae and mandibles. You've just met your first ant-head. Whip out your Colt .45 and shoot the blighter where the antennae join its head. After the transformation from ant-head to Billy Bob you get one of the most vital pieces of info in the game, a number. Write it down and keep it safe.

And that's day two.

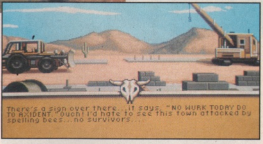
DAY 3

Set your alarm clock for nine. You should wake up with Jackie at the door, who then wakes you up even further by becoming an ant-head. Do the necessary and write down the number she gives you.

Plod on over to the Ore Plant and butter up the manager by selecting Crude Remark A. Hop onto the train to M3 and dispose of the ants you find there.

Once you've massacred a few dozen ants shimmy back to Platt laboratory for a meet with Billy.

Everybody's off to the hospital for conversion . . .



There's a sign over there...it says, "NO WURK TODAY DO TO AXIDENT." Ouch! I'd hate to see this town attacked by spelling bees...no survivors...

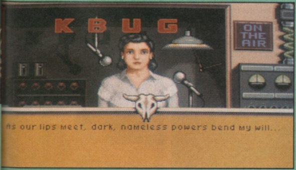
Try to arrive at the police station around five, get knocked unconscious and put in hospital. When you regain consciousness, the nurse will give you the location of the vault where the ant-heads store the records of the conversion process. Then all you have to do is escape.

DAY 4

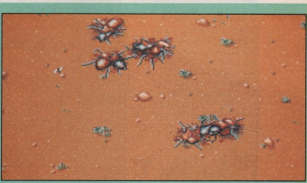
Drop in on Elmore's. When he turns into an ant-head zap him and get the final number.

Once you have all three numbers go to the hospital, grab a wheel-chair and take the lift to the basement. Towards the top right of the floor is the morgue, recognisable by the four black slabs and grey safe inside. Go up to the safe and enter the numbers in the order you found them. If you've done this OK you automatically collect the documents. If you manage to escape from the hospital, Lizard Breath finally wakes up to the threat of the ants, and quite courteously puts you in charge of wiping them out.

Dusty. She's even more helpful and obliging than she was in the previous game. Phone her for a sketchy news report or visit for a full run down. Keep an eye on her, around day seven she appears with a strange gleam in her eye, so keep a Pez handy . . .



As our lips meet, dark, nameless powers bend my will...



During the final days skirmishes with ants become more frequent. You can't afford to waste any dynamite. Try hitting the ants straight on as this is more accurate. Remember not to run towards any buildings, otherwise you might find yourself boxed in.

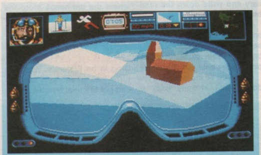
MIDWINTER

When the burden of saving a nation falls on your shoulders, there are times when only the experts can help. So here's Microprose with the definitive Midwinter player's guide.

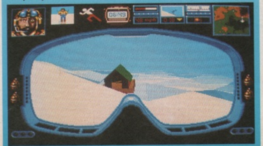
First you have to decide which building to enter, according to the state of the character and the time remaining. Do you need to eat, rest or sleep? Do you need supplies? Will you over-run the Situation Report time, thereby restricting your ability to move on? Always attempt to recruit any team members first, and, if there is a garage present, always leave enough time to enter it and get a snow-buggy.

If you want to keep any recruited characters together, access the companions display and select methods of movement from there. By referring to the Personality Displays of characters whom you wish to move together, find the best driver, and make him/her the party leader.

Once you have recruited a few members, and before synchronising watches too many times, it is often useful to send one character in a buggy to 'pick off' the lead units. You do not have to shoot every vehicle in the convoy. You may get lucky and kill the command vehicle; you may be able to kill off half the convoy quickly; in either case the remaining vehicles will desert, giving you valuable time whilst the other convoys travel from the Shining Hollow area.



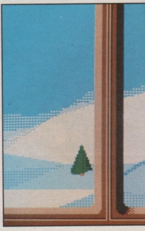
When you encounter an enemy convoy whilst skiing, you should attempt to reach a hill or plateau from which you can see a fair distance in all directions. This doesn't necessarily mean heading for the mountains. You can often see further in valleys with small elevated ridges. When you are in control of Stark, provided that his arms are uninjured and he has plenty of energy, sniping is relatively easy. You must shoot vehicles early, i.e. before they spot you. If you are lucky, you may find a whole string of vehicles travelling in convoy. If you find that vehicles are attacking from different directions, try to ski on to safety, as sniping may take up a lot of time — remember that you are looking to recruit people quickly.



The speed at which the convoys travel, and the regularity with which they fire depend on the number of 're-stocking' buildings they have captured nearby. Destroying Synthesis Plants, Factories and Warehouses will slow them down and make life easier for your team. However, sabotaging buildings can be time consuming. Make sure that you use a character with above average ability to perform such tasks.

Spending some time at the start of the game deciding which characters to recruit first

Use the cable cars to gain altitude to hang



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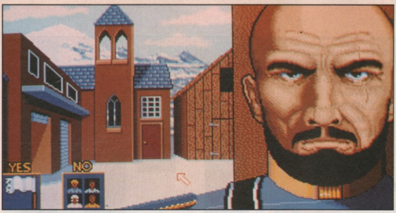
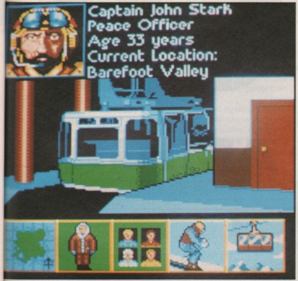


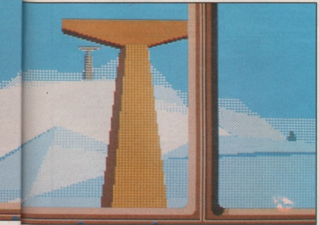
General Masters, your arch enemy.



Captain John Stark
Peace Officer
Age 33 years
Current Location:
Barefoot Valley

Cable cars are the safest way to travel.

is a must. Kristiansen is a valuable, but difficult, member to recruit. He is surrounded by steep hills in Diamond Valley and will only join if asked by certain civilians. If Stark starts the game in the centre of the island, try to recruit Davy Hart first. Stark should take the boy in a snow buggy to Kristiansen to recruit the professor. Then send Stark for Kristiansen down to Snowstorm Valley to the radio station. Caygill can be



When the game starts, you are in control of Captain Stark, alone on patrol and likely to be in the wilderness. Armed with only a rifle and a clutch of grenades, you'll soon be under attack from an enemy convoy with the upperhand in military hardware and manoevrability, or shelled as the spotter planes get a fix on your position. Be certain to have checked the map thoroughly, down to maximum magnification, before starting to ski. Initially, look for two things:

1) The nearest place of safety.
2) The nearest garage.

Secondly, look at the relative positions of your colleagues awaiting recruitment.

If you have to stay on skiis for any length of time at the start of the game, you're likely to meet more trouble than you can handle. You need wheels! So get moving to the nearest garage.

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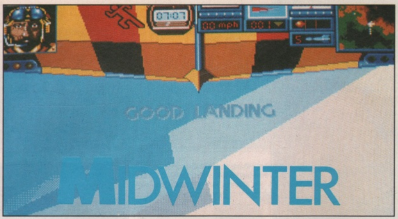


MIDWINTER

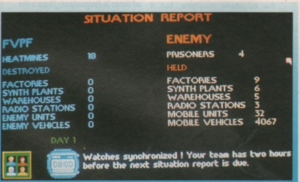
Slow down and pull up to land a hanglider.

recruited there by Stark whilst the electronics expert enters the radio station and uses his radio knowledge to recruit four other members at random.

Meanwhile Davy can either travel west to recruit Rudel, as the only person who can persuade the hunter to join the struggle, or go to liberate nearby Peace Officers recruited by Kristiansen's message, who are captured by the enemy. Civilians can enter enemy held buildings and free the officers. Then, by using the Companions display to exit the building, the civilians can take prisoners with them.

With luck, Kristiansen will recruit someone in the north-west of the island. Use the person you enlist to recruit others in a south-easterly direction. Once one is recruited, find him or her a snow-buggy and split up. Employ a 'pyramid effect' so that one becomes two, two becomes four, four becomes eight and so on.

This will probably leave you with two 'waves' of recruits. One in the north-west, and one to the south-central part of the island. Getting to Shining Hollow can be achieved in a number of ways. Driving towards the enemy can prove disastrous, but you may succeed in blasting a path through to General Masters' HQ. Hang-gliding takes skill but can be quick and effective. Sometimes the most direct route is not the most effective. Try sneaking behind the enemy with the help of two sisters!



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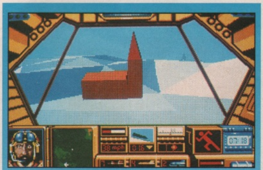
                 SITUATION REPORT

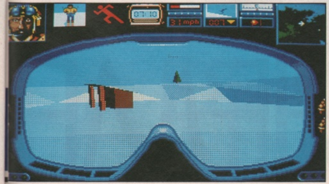
FVPF                        ENEMY
HEATMINES        18         PRISONERS      4
DESTROYED                   HELD
FACTORIES        0          FACTORIES      9
SYNTH PLANTS     0          SYNTH PLANTS   6
WAREHOUSES       0          WAREHOUSES     5
RADIO STATIONS   0          RADIO STATIONS 3
ENEMY UNITS      0          MOBILE UNITS   32
ENEMY VEHICLES   0          MOBILE VEHICLES 4067
        DAY 1
      08:00  Watches synchronized ! Your team has two hours
             before the next situation report is due.
```

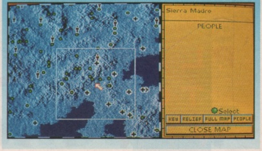
On reaching a settlement check your character's level of Muscle Power, Energy and Alertness. Also note whether the character has dynamite with him, and check the time remaining before the next situation report is due.



Driving is much easier if you stick to the valleys. If you have to travel over elevated ground to reach a character by snow-buggy (e.g. Kristiansen), refer constantly to the map, making use of "Relief" mode to analyse the best path. However, there is no substitute for driving slowly (about 40 m.p.h.).

Stop off at warehouses to resupply.





PLAY TO WIN

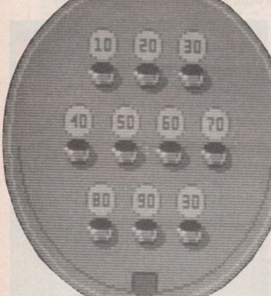
THEME

Theme Park offers all the fun of the fair as well as a motley collection of demons to eradicate. Mark Patterson turns ghostbuster and offers some hints on how to progress through the four levels.

Zoltan holds the key to many things, most importantly the Dreamland timer.

YESTERDAYLAND

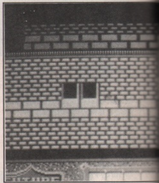
Before you can leave the station you need to collect the pass from Zoltan by giving him a token. The tokens can be found on the bagatelle machine. Zoltan himself lives in the first machine. It's necessary to unclog the coin slot by pressing the eject button before the machine will accept any tokens. It's not essential to play the bagatelle machine, but if you win you can collect tokens which can then be used at the fortune-teller to gain extra lives. The most important card is the Dreamland timer. This allows you to set the amount of time you spend there. It's best to give yourself at least thirty minutes. The third machine, the grabber, hides a demon. Collect this one last as it destroys your control panel.

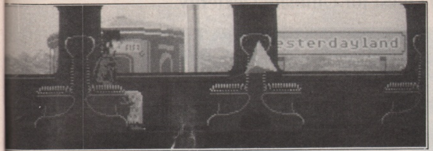


Initially the bagatelle machine is very important. You get two cracks at it straight away, so use your first attempt to gauge how long to hold the mouse button for.

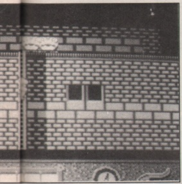
DRAGONLAND

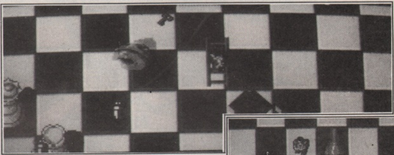
The aim in Dragonland is to collect the Fire and Water demons plus the casket which is used to present them to Zoltan. In addition, you have to collect five cogs which allow you to fix the Dragon Ride which must be given to the Dragon at the end of the level. It's not advisable to try and complete Dragonland straightaway; instead, try and locate the dream potion which gives you access to Dreamland. Start by collecting the torch from outside Dragonland station. Now board and enter the first cavern. Avoid the ape and climb up the ladder. Avoid the balls and bump into the object in front of the ape, which should slow things down a bit. Go left and climb up the chimney. When you get to the top you'll find the sleep potion on


You need to keep your eyes open at all times in Dragonland. There's the constant danger of traps.



Below: *In Dreamland aim to get the ladder first. Failing to do so means you cannot progress any further through the level. And keep a look out for locations where the hand appears.*





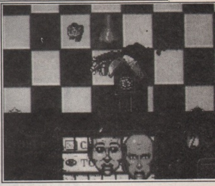
the far right. Select the potion and you'll be whisked off to Dreamland. Unless you have the timer your visit there will be extremely short.

DREAMLAND

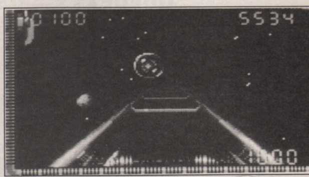
The aim here is to collect two demons, one of which eats the mouse pointer on the control panel! To move through Dreamland you need to collect various keys. These can be brought in via Dragonland, or created by throwing gold coins at the floor. The keys are used to open boxes which are made by bumping into chess pieces. Aside from the demons there's the ticket to Futureland, which is essential to complete the game.

FUTURELAND

While blasting, try and collect the floating balls (which are demons) and deposit them in your cargo hold. When another ship is destroyed grab the debris which will replenish your shield. Once Futureland is completed you should go back to Dragonland and try to complete that level. If things get out of hand in any of the sections go back to Yesterdayland *asap* to gain some help from Zoltan in the form of an extra-lives' card.



An important lesson in keeping demons under control; aim to collect the demons who are least likely to destroy your control panel first. Because once it's gone you're without a chance.



Although you need to rely on your reflexes here, practise getting used to the way the gun fires, because it's just a matter of point and shoot. Don't forget to collect the debris of the destroyed space craft.

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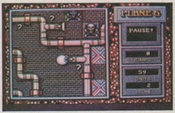
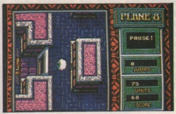


PLANE 6
PAUSE!
0
JUMPS
59
UNITS
2
SCORE

Amiga Screen



PLANE 8
PAUSE!
0
JUMPS
75
UNITS
68
SCORE

PC Screen

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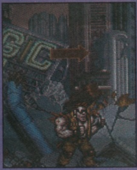
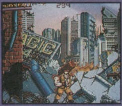
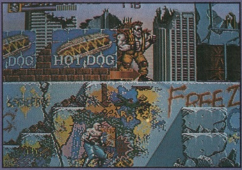


Your hero.



Not a bad guy in sight.



Rumble through a wasteland.

CRUDE BUSTERS

Who are the *Crude Busters*? A bunch of guys championing the causes of good taste and morality? Or just another bunch of well built, heavy handed beat 'em up stars.

If you chose the latter you'd be right. *Crude Busters* is the latest in the line of scroll along punch outs pioneered by *Kung Fu Master* and *Double Dragon*.

This time round your hero's come with a wide variety of moves, as well as being able to pick poles and other objects to smash hell out of the opposition.

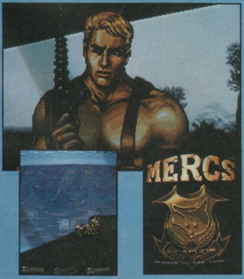
Playing *Crude Busters* is as simple as it's fun. Wander through the post-holocaust wasteland knocking out bad guys, picking them up and throwing them at their mates. The controls are simple and it only takes a few games to become completely familiar with all the moves.

Graphically, *Crude Busters* is very impressive. Large, comically proportioned characters and well drawn backdrops makes the combat easy to follow and fun to watch.

If you only go down to your local arcade once this year make sure you check this out.

GRAPHICS	93%
PLAYABILITY	91%
CONVERTABILITY	68%
OVERALL	90%

The Ikari, style mercs.
Dan Slingsby, in the flesh.



MERCS

You might not be able to teach an old dog new tricks, but you can take an old idea and tart it up somewhat.

In this case *Mercs* takes the time honoured *Ikari Warriors* rotating soldier trip, gives it a nice backdrop and a few modern weapons. The idea and original concept sound a bit dated, but it's presented well enough.

An extra stick has been added giving up to three players a chance to liberate the free world. The joysticks themselves are the standard cross between normal eight way and rotational, so you can shoot in sixteen directions while running in eight.

This sort of game would be nothing without extra weapons, so as you would expect there's quite a selection ranging from bazookas through flame throwers and finally the all powerful missile launchers.

The lack of originality where Mercs is concerned is a considerable downer. After being a fan of Ikari Warriors in '86 I hardly consider it worth playing four years later. That said Mercs will appeal to a lot of people, especially those who rarely visit coin op shops.

GRAPHICS	85%
SOUND	79%
PLAYABILITY	83%
CONVERTABILITY	80%
OVERALL	83%

ARCADES

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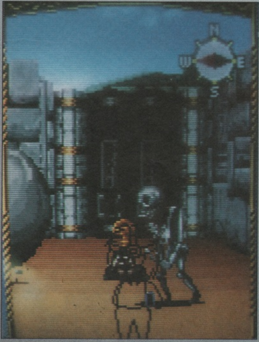


He certainly looks like a Last Survivor.

TETRIS II

Tetris has gone down in history as the least converted, most convertible game ever to have existed. In case you've never heard of the game here's a brief resume: developed in Russia several years ago, Tetris owed a lot to simplicity, a simple jigsaw like puzzle with the pieces dropping from the top of the screen down, and rightly received comments like 'greatest game ever'. Initially it seemed like a multi-format success until Nintendo snapped up the rights and refused point blank to sign any licensing deals with anybody.

Now in the wake of Nintendo's lawsuits comes Tetris two. A more advanced version named Bloxeed, which is fortunately exempt from the all encompassing Japanese corporation's licensing deals. So it looks like Tetris might make it onto the Amiga after all.

BLOXEED
SEGA

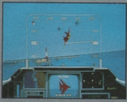
Tetris clone, Bloxeed.

LAST SURVIVOR

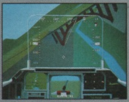
With Last Survivor, Sega seem to be trying to set a new trend in multi-player systems. The cabinet it's housed in allows each player to have his own screen as well as a control panel, with the whole unit taking up very little room.

can trash your mate's character at every opportunity while standing at the safety of your own monitor.

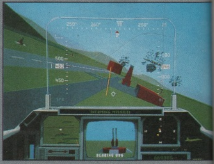
We here don't hold out much hope of a successful conversion to the Amiga, so you'd best get down to your local to try out for yourself.



Enemy in sight.



Watch out! Incoming missile.



In F-15, you get to swoop under bridges and oil rigs. The effects are stunningly realistic.

F-15 STRIKE EAGLE

In a trans-Atlantic move Microprose UK have crossed wits and microchip technology with their American founders to produce their first purpose-built coin-op.

Containing three custom built chips and a whole host of other specially designed parts, the F15 arcade machine is capable of running faster (moving an incredible 60,000 polygons a second) than the Rediffusion flight simulators currently used to train the USAF.

Microprose hope to demo the machine at air shows around the country from mid June onwards with a full arcade release later in the year. We'll bring you a full review as soon as the machines hit the country.

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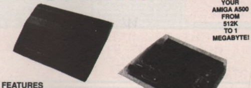

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The Future Will Be Chaos

Behind these outstanding Amiga screenshots lies a theory which will alter all of our lives. Mark Heley reports

Chaos. It's on record covers, T-shirts and badges and the CIA are putting hundreds of millions of dollars into researching it. It's chaos theory, the new science of the patterns and complex systems scientists are finding in seemingly random events.

Only made possible by the use of computers to model amazing mathematics like the Mandlebrot set and the Koch snowflake, it's going to do more than change science. It's going to change your life.

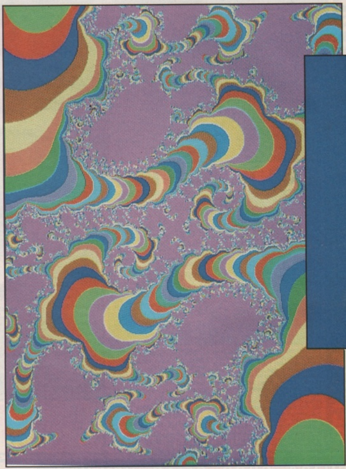
Chaos theory cuts across all scientific disciplines and all areas of knowledge where prediction is involved. Chaos seeps out in dozens of strange forms and can be used in the most unlikely calculations.

But chaos isn't just abstract, with computers to make highly-complex graphic representations, you can visualise the patterns. Most of the work done by research scientists has been to harness the power of chaos to their own ends, but visionary programmers The Fractal Factory have concentrated on displaying the beauty of chaos for purely artistic purposes.

With their fractal programming on the PC and the Amiga, they have created a pulsating tapestry of light with mathematical equations like the Mandlebrot set, which produce a 'random' series of infinite numbers, which is what you see represented on the screen.

They are some of the most vivid chaos programs ever realised, constantly changing and evolving before collapsing in on themselves again. This isn't just *psychedelia nouveau*, this is *hard science*. These are the same mathematics that scientists from geneticists to dynamic engineers are using and it's all done with *DPaint III* and an adapted Amiga in North London.

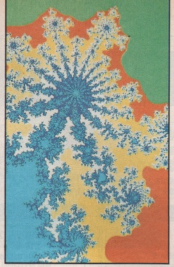
But what is chaos theory really all about? When you set your alarm, you set a certain time because that's how long you *predict* it will take you to get to work, or school or whatever. It might seem a simple calculation, but there are a myriad of things which can throw out your predictions — a wildcat tube strike, sudden torrential rain or a mad axeman waiting around the corner.

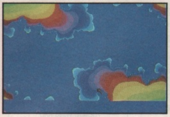


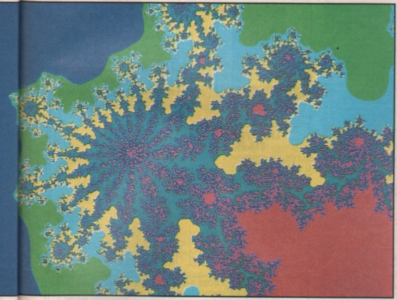
Chaos computer graphic representations like this divide up infinitely. No matter how much you try and magnify any segment, the pattern always remains the same.

Scientists have tried for decades to understand phenomena as diverse as the weather and the traffic on the M25, by doing 'carefully controlled' experiments. The problem facing science, however, is exactly the same as the one facing you on your journey to work: you can't be certain about prediction because there is always a (possible) spanner in the works.

The most easily understandable example of how seemingly irrelevant events can totally throw out the best prepared prediction, is the butterfly effect: it postulates that the wing beat of a butterfly in Japan can lead to a storm over New York. Taking this into account, Michael Fish and his fellow weather forecasters don't seem to be







doing so badly after all. What scientists have discovered is that you can't reduce weather prediction to a few simple rules, because everything in the real world affects it.

Chaos scientists have given up trying to isolate themselves from the real world in laboratories, because in conditions like these scientists weren't really just 'observing', they were interfering.

In fact any experiment you like to try involves this sort of interfering. What scientists found they were learning was not so much about the 'real world', but about science itself. You are always involved. There are never 'perfectly controlled circumstances'.

Chaos theory isn't just a set of laws, it's *a way of looking* at any set of laws. It doesn't try to simplify things, instead it tries to model their inherent complexity.

Of course, there is randomness which we can't control, but there's also a pattern in that randomness.

Random series like these are called 'schoastic series' such as the Mandlebrot set and its relative the Julia set. These are the heart of chaos science.

In the fractal world of chaos, nothing is simple — everything is infinite. Once you start looking for the patterns of chaos, they appear everywhere from the seemingly random dripping of a tap to the formation of life itself.

Chaos science has really been made possible by computers. Only by graphic modelling of these mathematical series' have scientists been able to see patterns emerge. It has not been done on mainframes either, but on Macs and Amigas, where a more flexible, interactive environment is possible.

So how does all this affect you? Well, if you can't make iron cast predictions based on fact, how do you plan your life? Can you choose a career, or buy a house if chaos theory means that all the rules you apply to choose can be brushed aside? The same applies to buying a home computer. You have to estimate the amount of time before technological advances make that computer redundant. Who would have bought a QL if they had known the Amiga was just around the corner? And how do you know that CD-ROM isn't going to make all 3.5" disc computers redundant in a year or two? This is why the CIA are using chaos theory to model the events leading up to a war and the political situation in eastern Europe — you can't make complex predictions if your laws are simple. Setting the alarm clock may get you to work on time nine times out of ten, but more long term predictions are many thousands of times more difficult. The answer, according to the scientist John Lilly is that "you are expected to expect the unexpected every minute, every hour of every day and of every night".

The Demo

This routine is a representation of the Julia set. The centre of your screen represents the centre of a graph. The shape is generated by manipulating numbers around that zero point between plus and minus 3.5, which are represented by the edges of the screen. The four dimensional mathematics of the Julia set are then translated on to this two-dimensional graph where the numbers generated are rendered as pixel point co-ordinates. The number of times that number is generated is represented by a particular colour and the whole pattern appears as the Julia set loops ever onwards towards infinity.

The World In Chaos

It is predicted that the amazing chaos theory will revolutionise science and our lives. But in what way will these repeating patterns and universal undercurrents be first noticed?

The initial impact has been in the world of art, television and films. Some of the amazing special effects in the Star Trek movies were created using fractal technology.

However, the most far-reaching, high-impact effects will be in political science, economics, computer data compaction and logic and population biology.

But, as yet, the main uses to which the chaos theory may be applied remain unimaginable today.

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The Bitmap Brothers get to the heart of the matter.

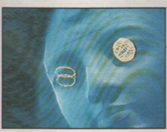
Long Live The Revolution

With the gigantic leap in cross-media technology within the last ten years, many Amiga owners are experimenting with video and coming up with some intriguing results.

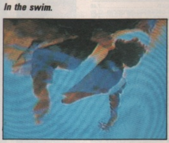
The Amiga is at the forefront of the interactive media revolution that's been sweeping through the video and computer industries in the last few years. Two recent examples of the Amiga proving its worth in media-mixing involve a pop promo vid for the Rhythm King record label and a fascinating re-working of Edgar Allan Poe's 'The Assignation'.

The Bitmap Brothers, the creative force behind such games as *Xenon, Xenon II,* and the very addictive *Speedball*, have gone all trendy and moved into the music biz. No, they won't be appearing on TOTP, but they've recently supplied a bundle of graphics created on the Amiga for a video single by the Rhythm King group, *Oh Well*. Using D-Paint II, they drew a number of images which were then dropped onto the video footage of the band using Paint Box.

At the 12th Tokyo Video Festival, sponsored by JVC, George Snow's adaptation of Edgar Allan Poe's 'The Assignation' won a special merit award for its stunning collage of drama and computer effects. A graduate of Hornsey Art College, George Snow's experience is diverse and revolutionary. He's worked for the underground press, produced illustrative work for magazines and record sleeves, and since 1982 has been involved in combining the media of video and computers. 'The Assignation' was coloured by using a variety of gaphic packages and the versatility of the software allowed for the stunning Max Headroom-like effects.



In the swim.



Something fishy.

Robot Olympics

What would Robby the Robot say? The first Robot Olympics will be held in September, and the competition is going to be stiff.

The early fifties and sixties saw house-hold designers attempting to predict the kitchen of the eighties. And hand in hand with the latest automatic child washer was the family robot.

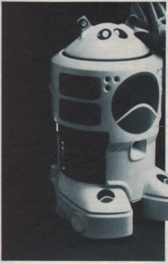
At the current rate of development scientists predict that robots will be commonplace in households by the mid- nineties. Research teams in Japan, America and the UK have already come up with a collection of robots that can do anything from tell the time to playing snooker or rattling off current chart hits on keyboards.

The most bizzare creation will be on display at the Robot Olympics, which will be held at the Strathclyde Sports Centre on the 27th and 28th of September. Up to sixty robots will be taking part in events ranging from visual recognition to the most innovative design. Naturally, the flame will be lit by a robot.

As well as showing off their latest brain child the Olympics will give the developers a shot at borrowing ideas from their competitors, so there's every chance that this event could lead to bigger things.

A Japanese skiing robot is being touted as one of the main attractions in an event designed to attract the weirdest creations on the planet. We'll have a full report when it happens.

Metal Mickey's brother.



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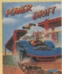

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aded serpent and guardian of the gates o

Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"

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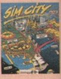

Of Drakkhen, ***ST Action said:*** "Drakkhen really impressed me. For me, the game was a subtle cross between my all-time favourite, Dungeon Master, and the SSI fantasy role-playing games. The graphics are superb.... Overall, Drakkhen is an excellent RPG, one that will take quite some time to beat" and ***Zero said:*** "Absolutely brilliant".

Of Sim City, ***ACE said:*** "Sim City is a politician's - or a gamesplayer's - dream....comparisons spring immediately to mind with Populous... but Sim City seems to have much more depth...." and ***C&VG said:*** "Sim City is utterly fab"

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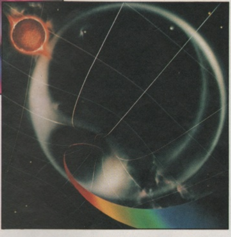
When humans can finally travel in time it won't be in a Tardis, or in a Delorean car à la "Back to the Future". Wormholes in space will prove to be the key.



A Hole In Time

Wormholes that connect different parts of the universe are not a new idea. However, recent theories have reinforced the basic premise of time travel and led to new credence being leant to the whole idea of express freeways in space. Mark Patterson wakes up from his own personal time vortex and investigates.

Time travel is one of the most intriguing and complex areas of theoretical science. Nobody can prove or deny the many theories of faster-than-light travel, so the idea of travelling back in time or into the future has proven a familiar stomping ground for movie moguls, sci-fi novelists and television script writers alike. Only now time travel may not be as distant an idea as previously thought.

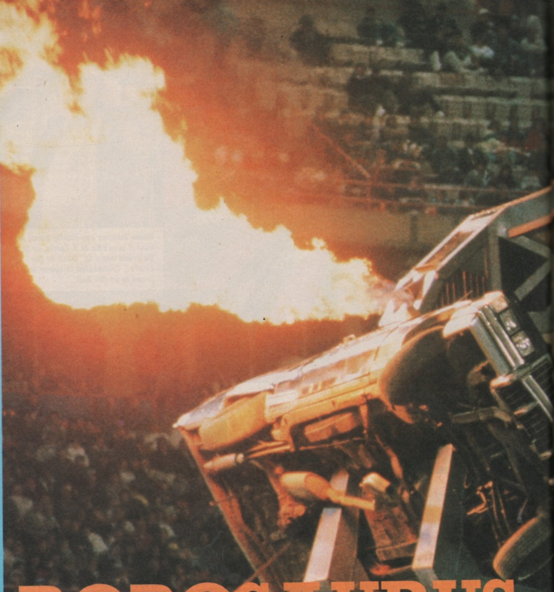
It's not necessary to have a degree in quantum physics to understand the concept of time travel. One of the more widely-known theories relates time to speed: basically, the faster you go the more slowly time will pass, until light speed is reached and everything appears to stop. If you could view an object travelling at that speed it would appear motionless; likewise you and your surroundings would seem to be stationary from that object. Thus, if you could travel faster than light, time would reverse itself. This could be achieved with the aid of hypothetical Tachyon particles, which can supposedly exceed the speed of light.

Surprisingly, the key to time travel might not come from fantastic, sci-fi-style man-made flux generators or particle acceleration tubes, but from nature. As far back as 1916 people were working on the idea of *Wormholes*; a sort of 'throat' connecting two regions of the universe. The wormhole is basically a geometric shape rather like the stem of a glass – wide at the top, thin at the middle, and wide at the base. One end would be fixed, while the other free-roaming.

In accordance with the theory of relativity, a clock placed at the mobile end of the hole would run slower than one at the stationary end. So if you travelled from the moving end to the stationary end you would actually emerge before you left, relative to the forces active in the hole.

Another bonus of wormholes is interstellar travel. Though some holes link the same region together causing time dilation, others could link separate areas allowing quick travel over almost incomprehensible distances. Wormholes may also contain one more surprise. Because of their 'advanced' geometric nature they could contain something that's larger than the hole itself, in the same way that Dr Who's Tardis is large on the inside and small on the outside. Fantastic as it may seem, we could be looking at a universe within a universe.

If wormholes are shown to exist, they could open the gateway to the universe, past and present. As well as making a few sci-fi writers' wild predictions look more than credible.



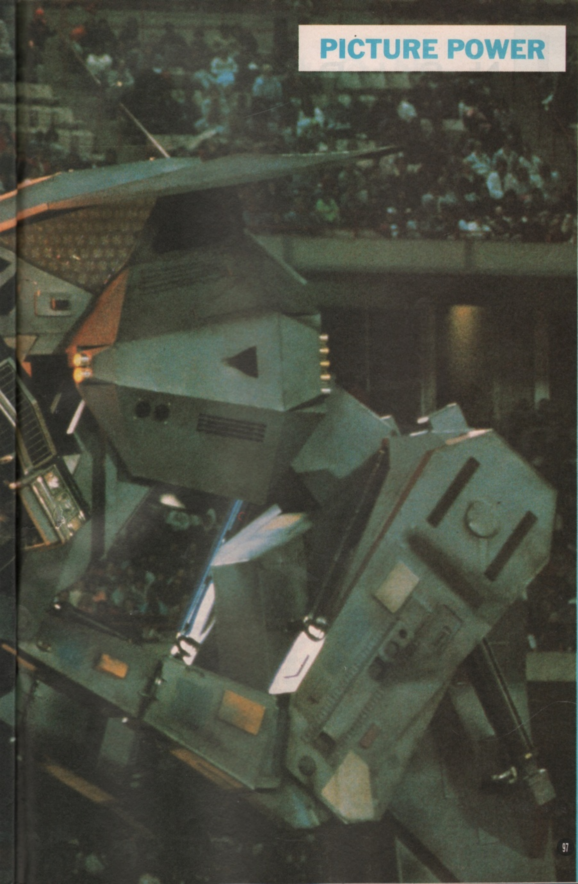
ROBOSAURUS

Built by Monster Robots Inc, the Robosaurus made its debut earlier this year at the Hot Rod Association Truck and Tractor Pull at Anaheim Stadium, California. Towering 80-feet above the ground, the fire-breathing metallic dinosaur is currently touring the States and demolishing old Caddies by crushing them in its giant hydraulic powered steel hands. Available for hire at $25,000, the Robosaurus doesn't come cheap, but it certainly looks the part. Drawing inspiration from the Battletech and Mech Warrior comic book characters, Robosaurus has been designed to crush anything and everything.

Weighing 54,000 lbs, the giant robot is driven to events and then unfolds Transformer-like into the gigantic car-crusher you see before you. Operated by a driver in its head and powered by a turbocharged engine, the robot has been attracting crowds of up to 80,000 people at pre-arranged shows around the country. Cars are picked up off the ground and then torn apart by the powerful hydraulic system in an ear-splitting sound of metal being wrenched apart and crushed into small steel bails.

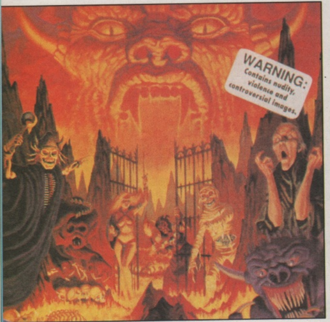
A whole series of designer robots are on the drawing board, including one that will be twice as tall as the Robosaurus and capable of picking up lorries and trucks. No car in America will be safe. Unfortunately, there are no plans for the 'Tyrannosaurus Wrecks' to come over to Britain.

PICTURE POWER



INSIDE INF

What's happening in the world of software? Release dates, gossip, plus the news and views from those who decide which games you buy.



STICKER STITCH-UP

Electronic Arts' new game, *Escape From Hell*, carries a warning sticker which bodly informs the purchaser that the graphic adventure contains 'nudity, violence and controversial images'. However, reports suggest that the warning is a marketing ploy and that the game is, in fact, a bit of a damp squid. It seems that the warning was intended for the American market, where the moral majority have gained substantial ground during the last ten years and anything more than a naked ankle is deemed immoral, but was kept on packaging for the UK market to help sell a few more units. If reports are correct, it's a sad that a warning which sould help partents and retailers decide if a game is suitable for a young child may be being used in this way.

It, brings to mind the fiasco at Channel 4 some years ago with the use of red triangles on-screen when films of a sexual or violent nature were being shown. Far from discouraging people, the films pulled in huge audiences of teenagers eager for a peek at whatever it was they were not supposed to be watching. Internationally or not, censorship can sometimes invite the voyeur. CU hopes that such warning labels will be used only when necessary. And if they are necessary, send us a copy EA...

GOLDEN JOYSTICK AWARDS

Once a year, the complete who's who of the software industry squeezes into their best frocks and dinner jackets for the EMAP Images' (that's us!) Golden Joystick Awards. Held at the Rooftop Gardens, in ever-so-posh Kensington, the afternoon whizzed by in a blurry sea of cocktails, ale, pink flamigos (believe it or not) and awards.

Jonathan Ross was this year's compere, taking over from Chris Tarrant who barely survived the previous two ceremonies. This time, most of the more frivolous activities were kept at bay until a large group of escapees, led by CU Ad Manager, Tom 'Biggles' Glenister, ended up at a drinking establishment known as 'The Goat'. After an evening of Tom's famous Spitfire impersonations (zzzzzz) and much quaffing of ale, it was no surprise to find EMAP Mansions devoid of all life the next morning. Well, that's if you don't count our new Dep. Ed, Dan 'Desperate' Slingsby, who wasn't invited to the awards and hasn't let us forget about it since.

The 16-bit awards were as follows:

- Best Graphics – *Shadow of the Beast*, Psygnosis
- Best Soundtrack – *Future Wars*, Delphine
- Best Simulation – *M1 Tank Platoon*, Micropose
- Best Coin-op Conversion – *Hard Drivin'*, Domark
- Most Original Game – *Populous*, Electronic Arts
- Game of the Year – *Kick Off*, Anco
- Software House of the Year – Ocean.

Congratulations all round.

SOME LIKE IT COLD

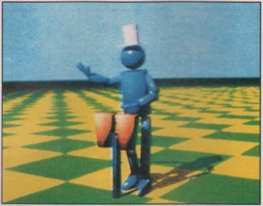
Those multi-media cyberpunks at Hardwire are at it again. After having produced the first ever video generated entirely from micros – Coldcut's 'Christmas Break' – Hardware are involved in

mixing images for Coldcut's new video LP, 'Some Like It Cold'. Mixing conventional 'live action' footage with 3D model animation, backgrounds generated using chaos theory, and grabbed and processed pictures and computer artwork, the Amiga has helped cut the costs of such work dramatically. A few seconds of computer animation using conventional high-end gear usually starts at £70,000 or above. Just in case you want to try your hand at producing the latest in scratch video, the following equipment was used:
Mac II cx with 8 Meg; Nuvista card; Swivel 3D & Director software. Archimedes with 1 Meg; Pineapple digitiser; cutting edge removeable hard disk; custom software. Amiga 2000 with 5 Meg quandram monitor; Vidi-Amiga frame grabber; 48 Meg Hard disc. Software; Sculpt-Animate 4D, TurboSilver, Deluxe Paint 3. Canon A1 High 8 video camera used fro most live action. Don't be surprised if you see the odd PD demo supplied by CU in the video. Oh, and Robert Pepperel from Hardwire will be one of the judges in the CU demos compo.

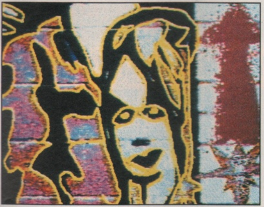
INFOCOM

SOFTCOS BITES THE DUST

Infocom, the label that brought you such games as *Battletech*, *Journey* and *Zork*, has been closed down at a cost of $9 million by ailing parent company, Mediagenic. Bought in 1986, Infocom has never traded profitably, and with Mediagenic set to announce losses of $19 million for the financial year the only option was to close the subsidiary down.



Some Like It Cold. You may have spotted the famous juggler demo here. Apparently, Cold Cut insist that it be included in the mix for their video.



BUSHNELL JOINS COMMODORE

Atari founder, Nolan Bushnell, has joined Commodore as General Manager of its 'consumer interactive products division'. He'll be in charge of developing and marketing all aspects of interactive CD Amiga-based products. CD Amiga will be revealed at the forthcoming CES show in Chicago, so expect a report in next month's issue.

MICRO AID

Supported by some of the big software houses, Compute for Charity is staging an exhibition in Hull, North Humberside, on June 30 and July 1 at Portobello Hall, Holderness Lane. There'll be lots of game software on show, as well as programming teams such as Argonaut, Teque Software and Graftgold. There will also be a music forum and MIDI workshop with a whole host of other attractions. For more info contact Andrew Whittaker on 0482 564431.

HACK OFF

Hacking could become unlawful by September. Michael Colvin's private member's bill, the Computer Misuse Bill, has progressed to its second reading in the House of Lords. If the bill becomes law, there will be three levels of punishment ranging from a jail sentence of under three months up to a five-year sentence. Business Softcos are becoming increasingly hard on lawbreakers – and it looks as if the leisure publishers may well follow suit. CU will keep you informed of the bill's progress.

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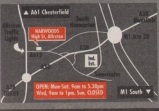

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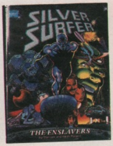
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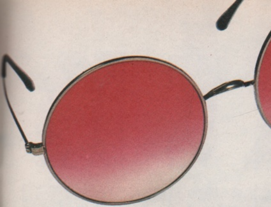

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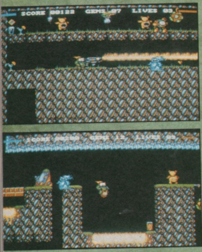
ANIMATRONICS

From *Zaphod Beeblebrox* to the *Teenage Mutant Ninja Turtles*, CU lifts the lid on the wonderful world of Animatronics – life-like robots capable of mimicking the way we talk and move. Delving behind the scenes of some of the most popular sci-fi films of recent years, we've secured exclusive pictures of the inner-most workings of this new breed of robots. And we'll also tell you where to go to take a first-hand look at a whole host of animatronic puppets.



THE 3RD GREAT DISK IN THE CU COLLECTION

Our cover-mounted disks just keep getting better. Featured on our third disk is *Flood*, a new game from Electronic Arts. It's a race against time as a rising water level threatens to drown you. With Alien-like nasties, killer teddies, lava flows, and lots of other maniacs on the loose it's great fun. There'll also be another, as yet, top-secret game to play, a specially commissioned intro sequence, the best pokes section in town and whatever else we can cram onto the best Amiga disk in gamedom.

TIPS

In a bumper Play To Win section, we tell you how to win at US Gold's exciting *Rotox* game, as well as *Leisure Suit Larry 3*, and a whole host of other great games. No wonder PTW was recently voted the best computer games tips section of any magazine!

CU – We don't just prom

The next issue of CU AMIGA

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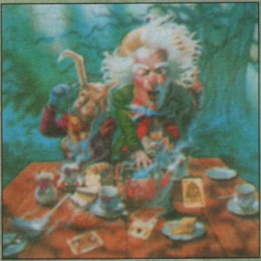
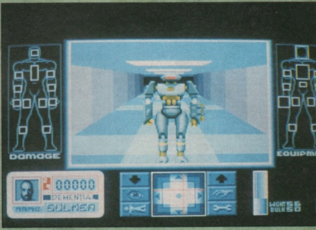


INSIGHT

We've got an exclusive feature-length preview on the visually-lavish adventure game, *Alice In Wonderland*, the first game from Magnetic Scrolls for Virgin Mastertronics. In another in-depth preview, we take a look as the work that went into producing Core Designs' first release, *Corporation*. We'll also be taking a look at what it takes to start your own software publishing company.



SCREEN SCENE

Our unbeatable reviews section returns with more game reports than any other mag. We get them first and we cover the best. Look out for reviews of the new conversion from US Gold, *Dynasty Wars*, and the surreal *Unreal* from Ubisoft.

CATCH BONUS

REGULARS

All our regular features will be here, including our look into the future, Agenda, our unbeatable news section, Buzz, and Arcades, featuring all that's new at your local coin-op emporium.

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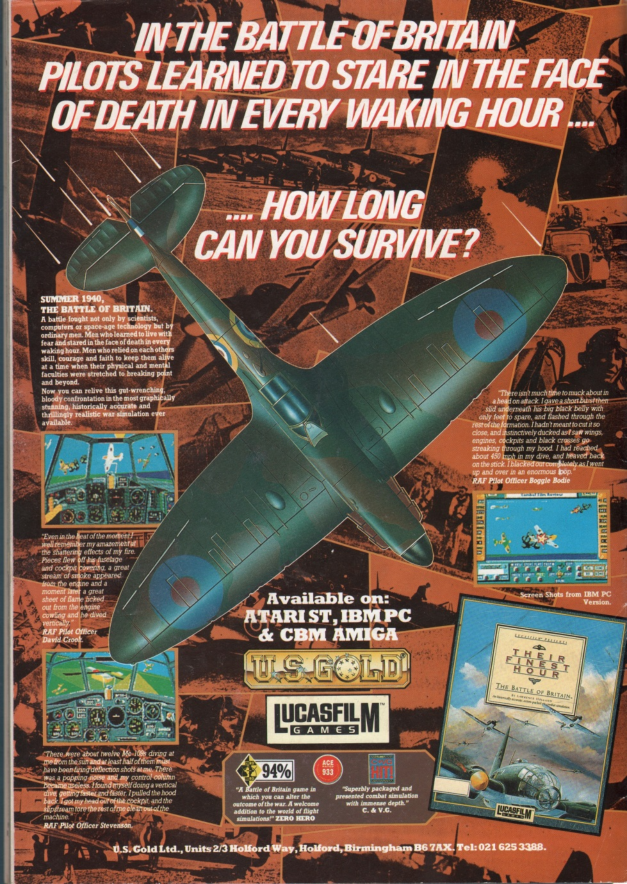

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